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

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

PLAINTIFFS' DISCLOSURE OF ASSERTED CLAIMS AND PRELIMINARY INFRINGEMENT CONTENTIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Plaintiff's investigation and analysis is ongoing, and Plaintiff reserves the right to assert

and rely on an earlier invention date in the event Defendant identifies alleged prior art that is earlier

than the identified priority date corresponding to a date of conception followed by diligence and

reduction to practice of the claimed invention.

Plaintiff's Practicing Products. As addressed in its Complaint, Plaintiff has implemented

its patented technologies in its video-streaming products including a video-based social network

targeting consumers (SportsCastr) and a B2B software solution designed for major enterprises,

sports media, affiliates, and betting operators (PANDA Studio). Plaintiff's investigation and

analysis is ongoing, and Plaintiff reserves the right to rely on additional details concerning how

the aforementioned products practice the asserted claims of the Asserted Patents and/or to add,

delete, substitute, or otherwise amend this list of practicing products based on additional

investigation and discovery or other circumstances, in a manner consistent with the Federal Rules

of Civil Procedures, local rules, and the Court's orders and procedures.

Production of Documents. Simultaneously with this Disclosure, Plaintiff is producing

documents pursuant to P.R. 3.2. Plaintiff reserves the right to supplement this production as

additional investigation and discovery is conducted in the ordinary course of these proceedings.

Further, Plaintiff reserves the right to supplement or revise its Infringement Contentions

and/or charts, including identification of additional asserted claims, based on, for example, new

versions or variations of one or more of the Accused Products that are later discovered.

DATED: January 18, 2024

KING & SPALDING LLP

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CERTIFICATE OF SERVICE

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

jeannie.heffernan@kirkland.com james.lomeo@kirkland.com

/s/	Chris	Campbell	

Exhibit 1

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

I. <u>Introduction</u>

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

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

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

We work with partners worldwide

























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

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

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

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

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

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

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

II. CLAIM CHARTS

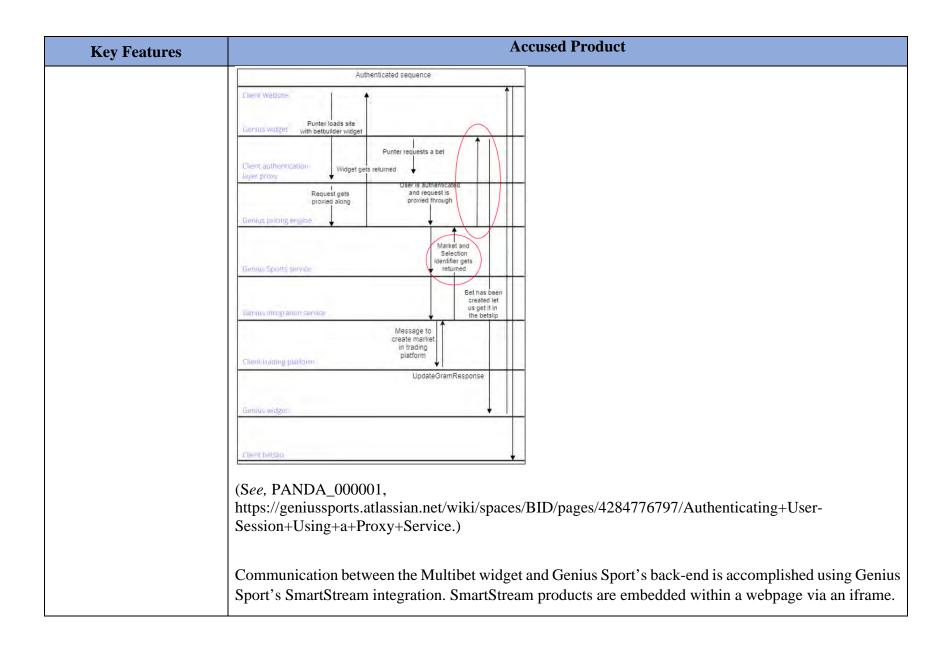
1. <u>Independent Claim 1</u>

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

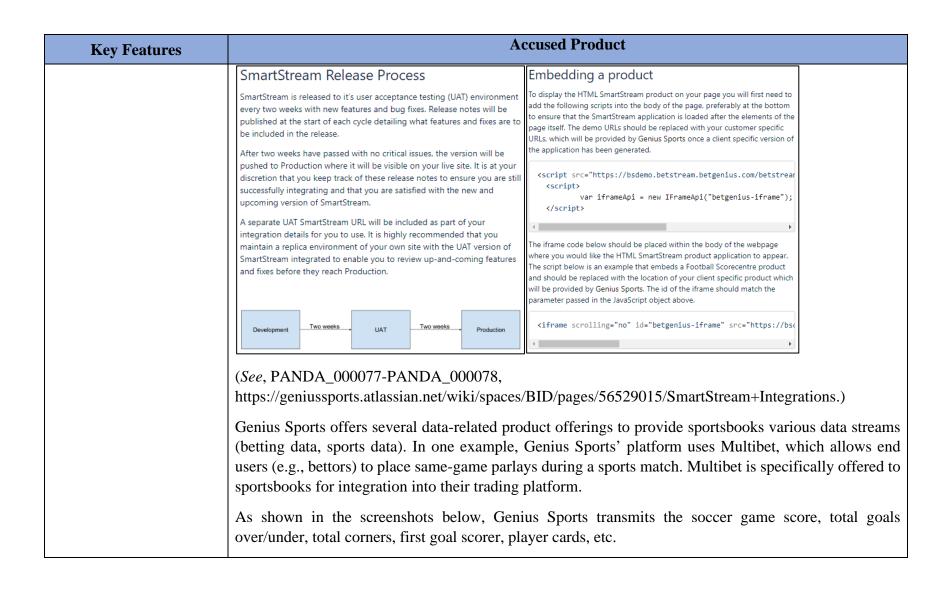
Key Features	Accused Product
live stream of digital	
content;	
[1A.2] provide a first	See discussion of Claim Element [19A.2], infra.
copy of the first plurality	
of copies to a first viewer	
client device of the first	
plurality of viewer client	
devices via a first video	
Internet communication	
channel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

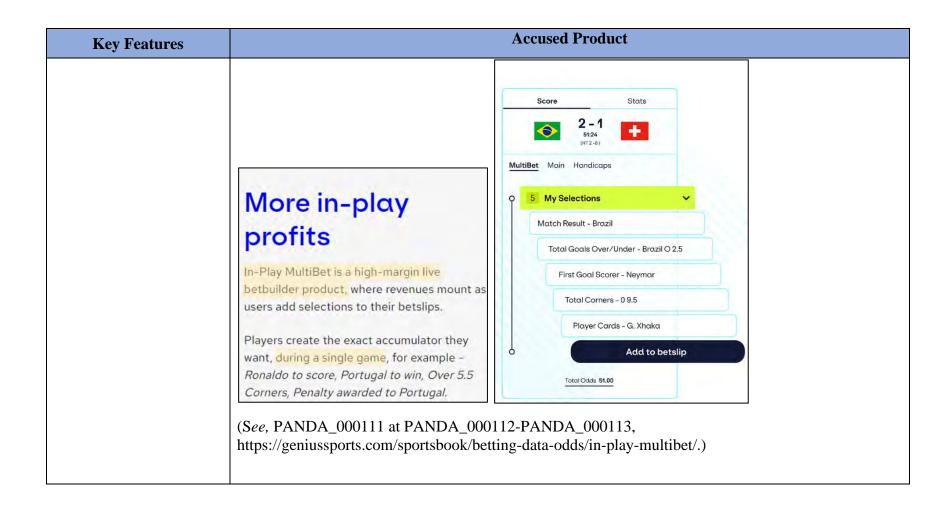
Key Features	Accused Product
the first live sporting	
event; and [1C] at least one socket server communicatively coupled to the control server to:	See discussion of Claim Elements [19C] and [19C.1], infra.
[1C.1] receive from the control server at least the first event information; and	
[1C.2] transmit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

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



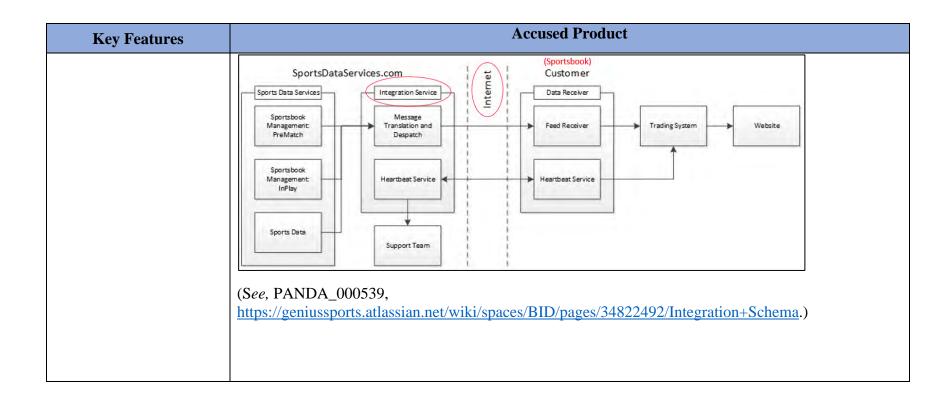
Key Features	Accused Product	
	Multibet Widget Integration	
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection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

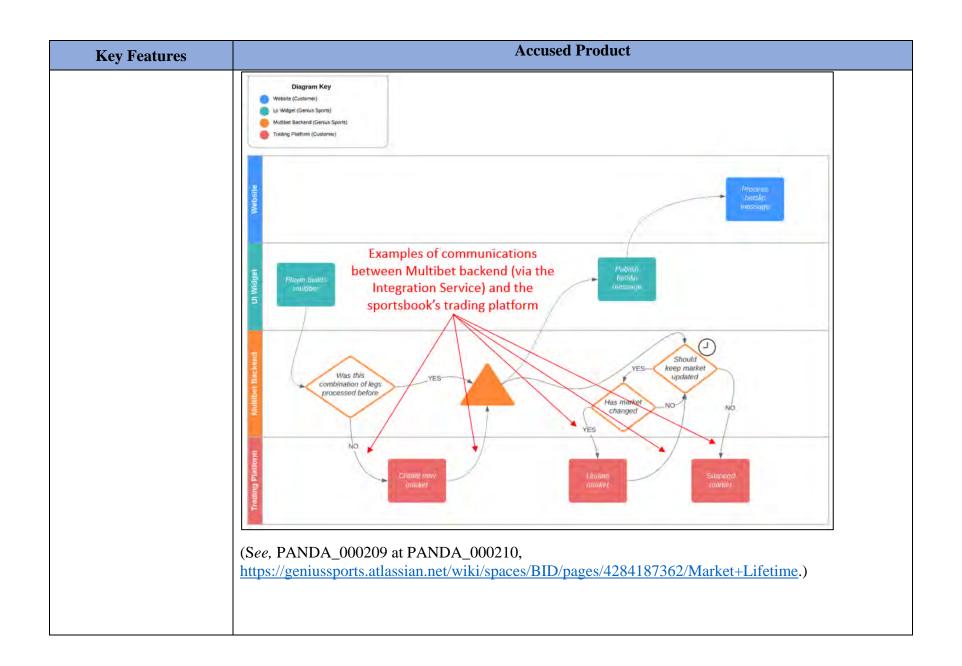




Key Features	Accused Product	
	 Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals 	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

Key Features	Accused Product	
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform various. Additionally, the Integration Service transmits a message to create a market (be the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information of the Integration Service.	
	germane to the first live sporting event via the Internet. Bookmaker Genius Sports	
	Reverse Proxy API Multibet Backend Market Sports UI Widget Fixtures Markets Prices Results *Arrows indicate in which direction data is flowing	





2. <u>Dependent Claim 2</u>

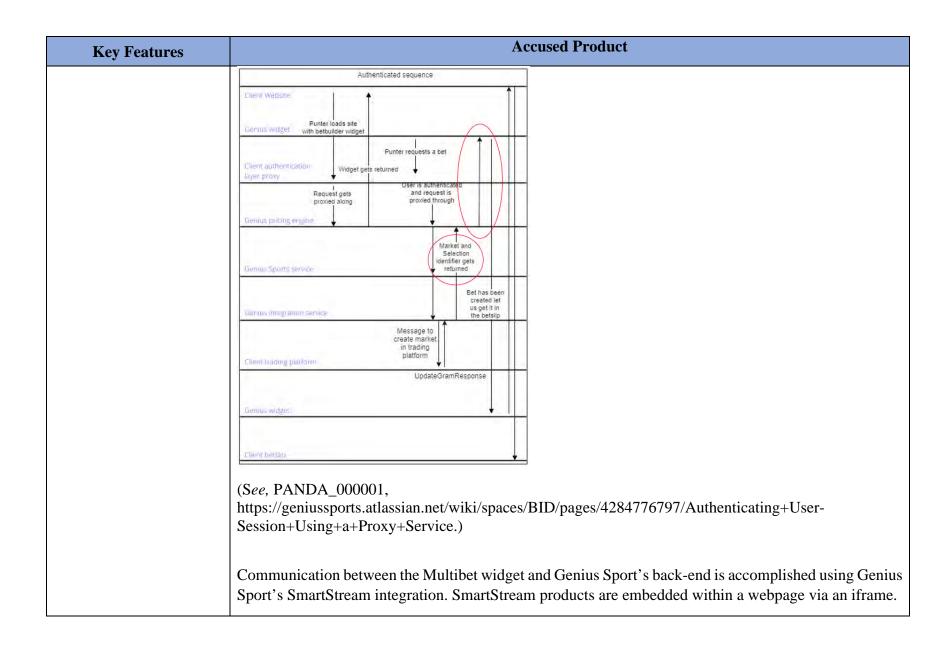
Key Features	Accused Product
[2.P] The system of claim 1, wherein:	See Claim 1, supra.
[2A] the first live stream of digital content and the second live stream of digital content both relate to the first live sporting event;	The Accused Products deliver "thousands of low latency live streams" from top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

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

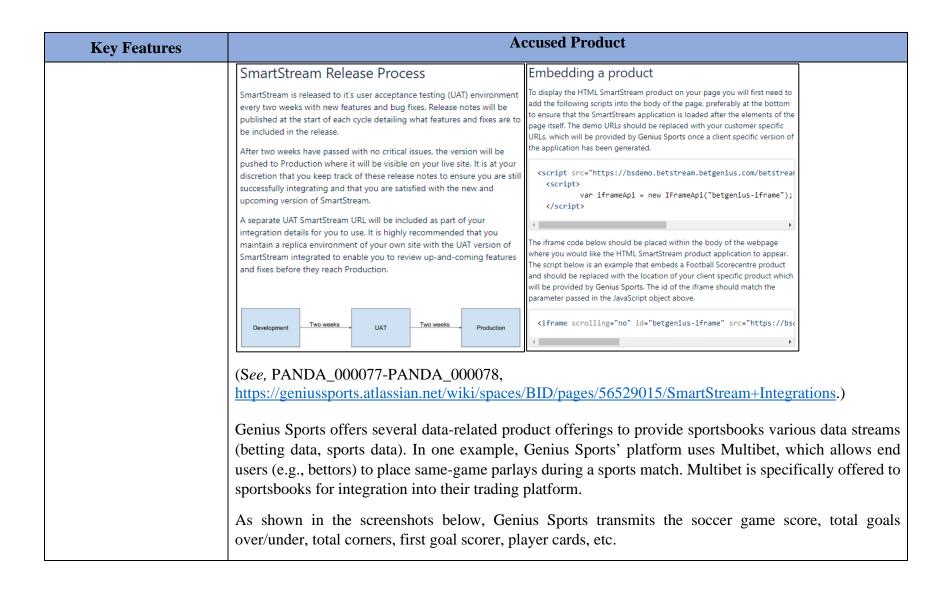
Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.
	Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming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

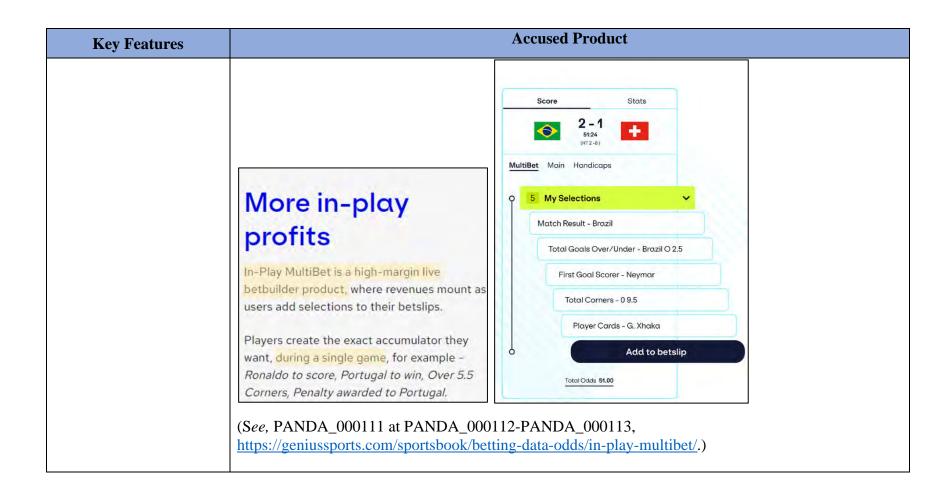
Key Features	Accused Product
socket server and the first viewer client device of	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with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

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



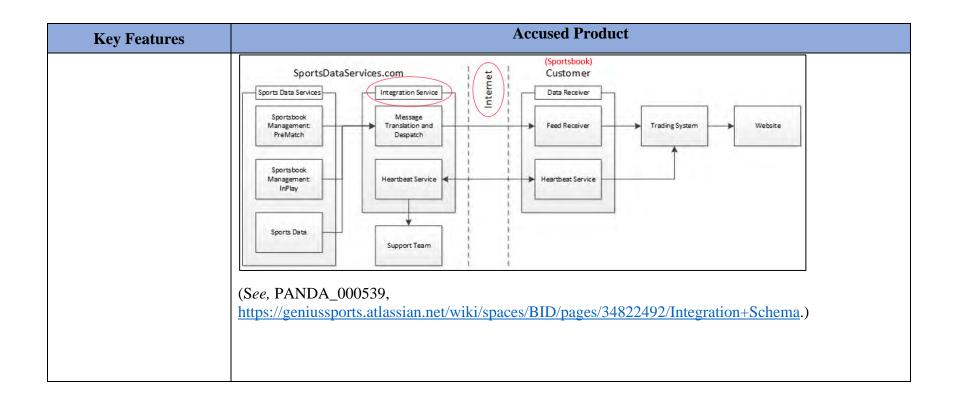
Key Features	Accused Product		
	Multibet Widget Integration		
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection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

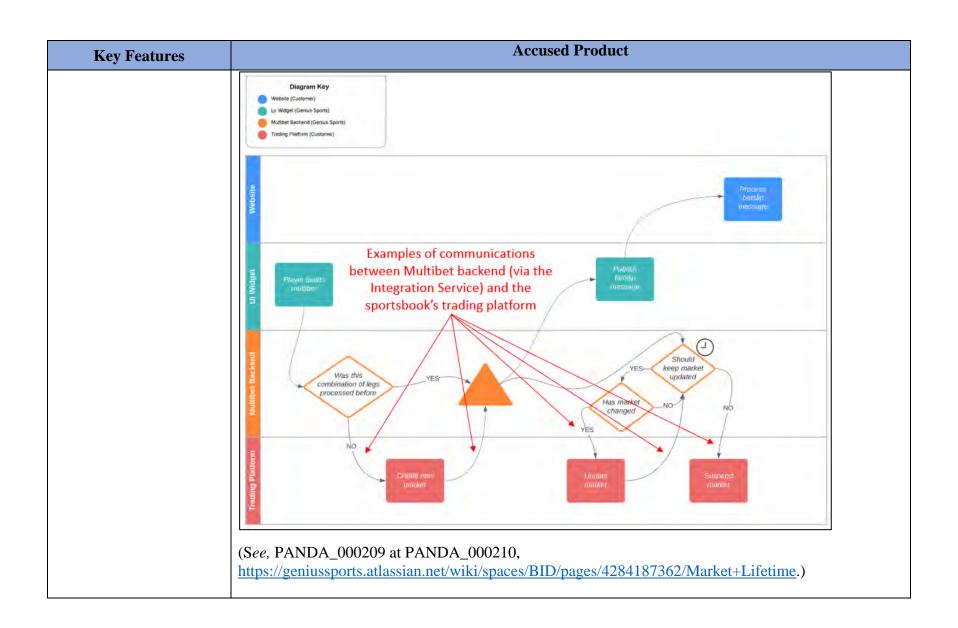




Key Features	Accused Product		
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals		
	 The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration of transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform various Internet connection. Additionally, the Integration Service transmits a message to create a market (but the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platfor the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve inform germane to the first live sporting event via the Internet.
	Bookmaker Genius Sports
	Website Reverse Proxy API Multibet Backend Market Sports UI Widget Trading Platform Fixtures Markets Prices Results Integration Service
	*Arrows indicate in which direction data is flowing (See, PANDA_000212 at PANDA_000213,
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integrat

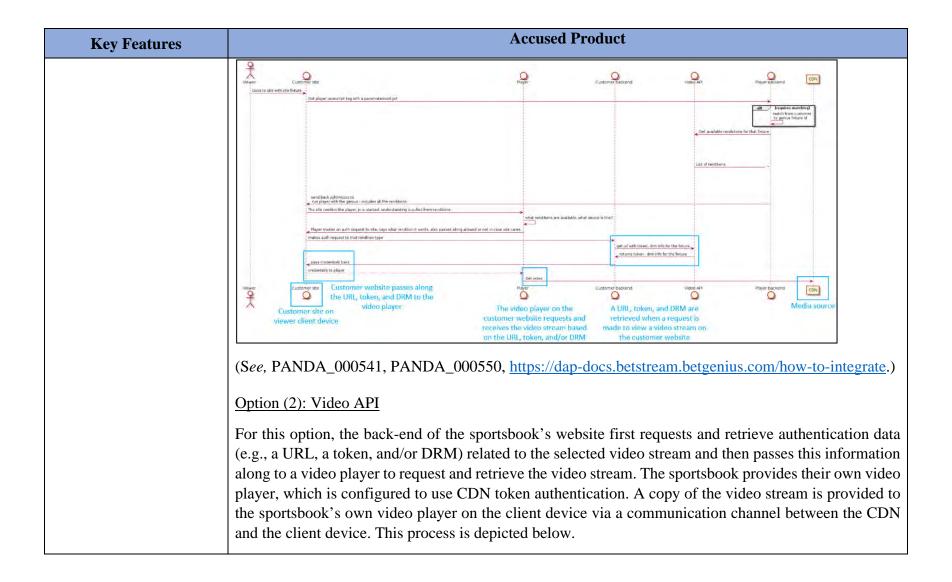




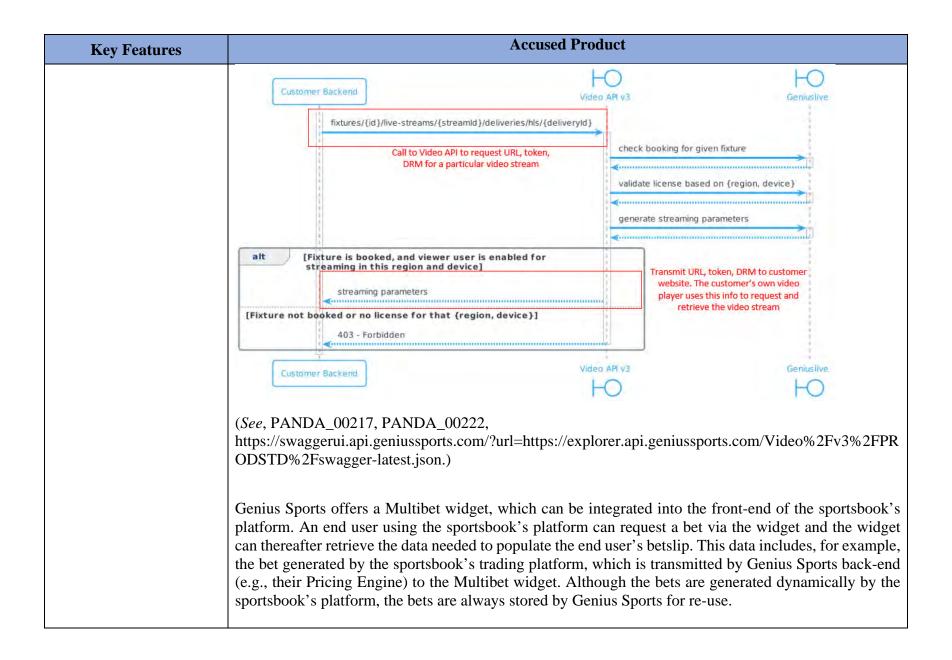
3. <u>Dependent Claim 3</u>

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

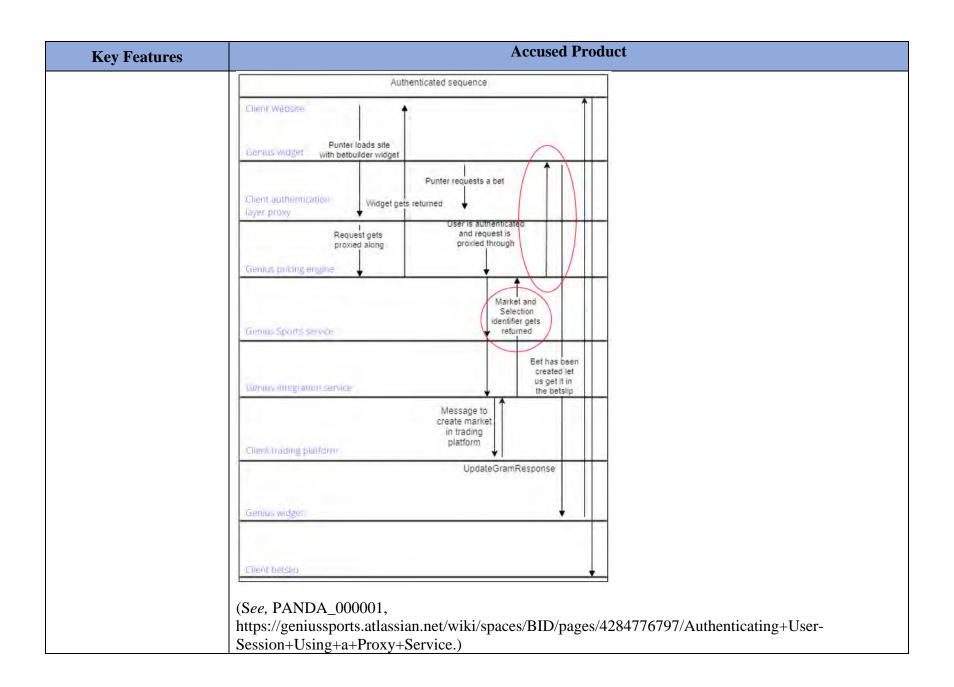
Key Features	Accused Product
	video player on the viewer client device via a communication channel between the CDN and the view client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



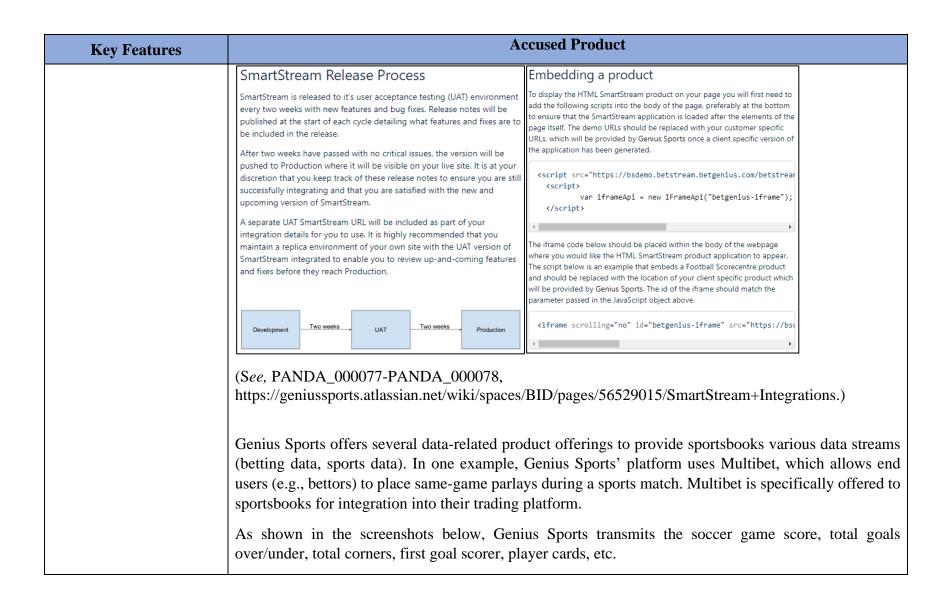
Key Features	Accused Product
	GL-Video-v3 [Base URL: ap1.geniussports.com/Video-v3/PRODSTD 1 https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	 Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).

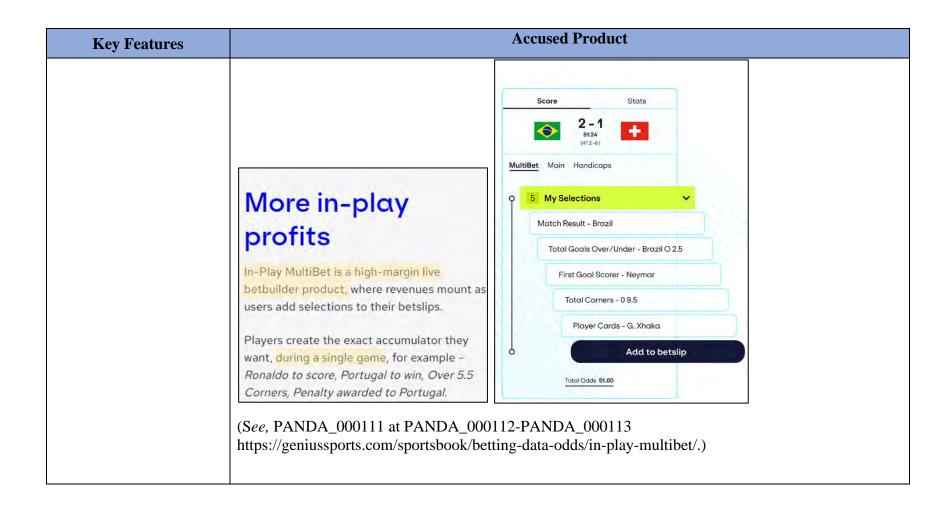


Key Features	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer)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



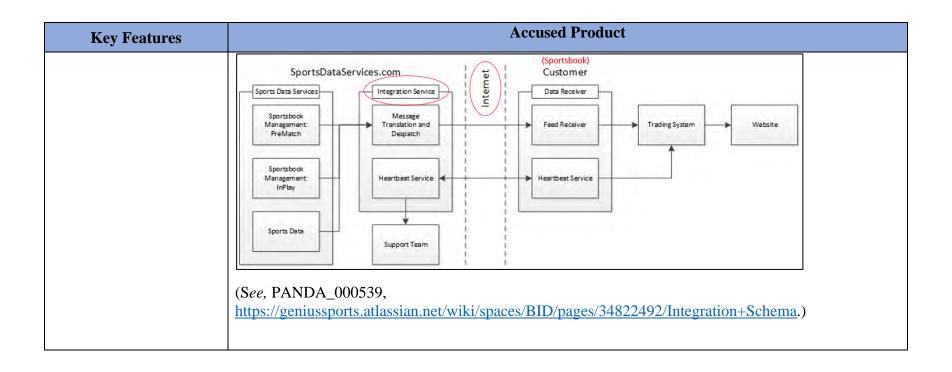
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.
	Multibet Widget Integration
	Our customers should embed the Multibet Widget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

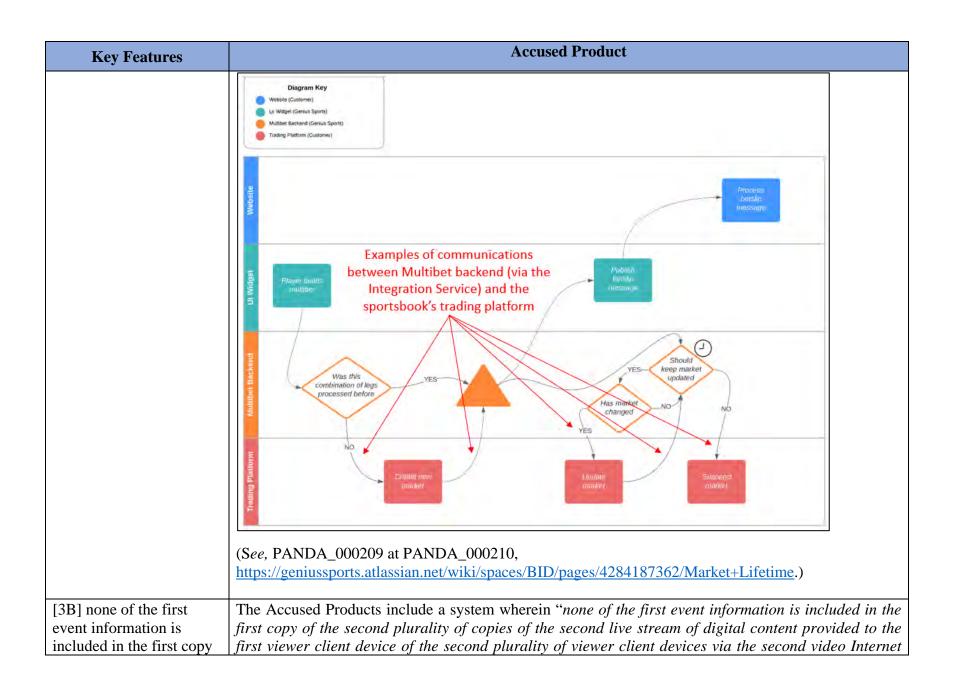




Key Features	Accused Product	
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

Key Features	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform. Internet connection. Additionally, the Integration Service transmits a message to create a market the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve infigermane to the first live sporting event via the Internet.
	Bookmaker Genius Sports
	Reverse Proxy API Multibet Backend Genius Sports UI Widget Fixtures Markets Prices Results Integration Service
	*Arrows indicate in which direction data is flowing





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

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

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

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

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

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

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

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

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

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

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

Key Features	Accused Product
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.
ICD1 11 11 11 11	(See https://geniussports.com/publishers-broadcasters/)
[6B] at least one digital gift; and	The Accused Products include a system where at least one of the first chat information and the second chat information comprises "at least one digital gift."
	For example, Genius Sports' platform includes the sponsor information (e.g., Amazon) in the live streaming game. On information and belief, the sponsor information in the live streaming game can include digital gift to unlock new revenues for sponsorship.

Key Features	Accused Product	
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.	
[6C] at least one sponsorship.	(See https://geniussports.com/publishers-broadcasters/) The Accused Products include a system where at least one of the first chat information and the second chat information comprises "at least one sponsorship." For example, Genius Sports' platform includes the sponsor information (e.g., Amazon) in the live streaming game.	

Key Features	Accused Product	
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.	1%
	(See https://geniussports.com/publishers-broadcasters/)	

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

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

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

Key Features

between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices;

Accused Product

is communicated via an event information Internet communication channel between an event socket and a viewer client device.



Bring sports stories to life

Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- · Distance to three-pointers
- Real-time player speeds
- Shot velocity
- · And much more

Unlock new revenues

Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball.

Sponsors can apply their brand to full live games, delayed games or even social media clips.

amazon

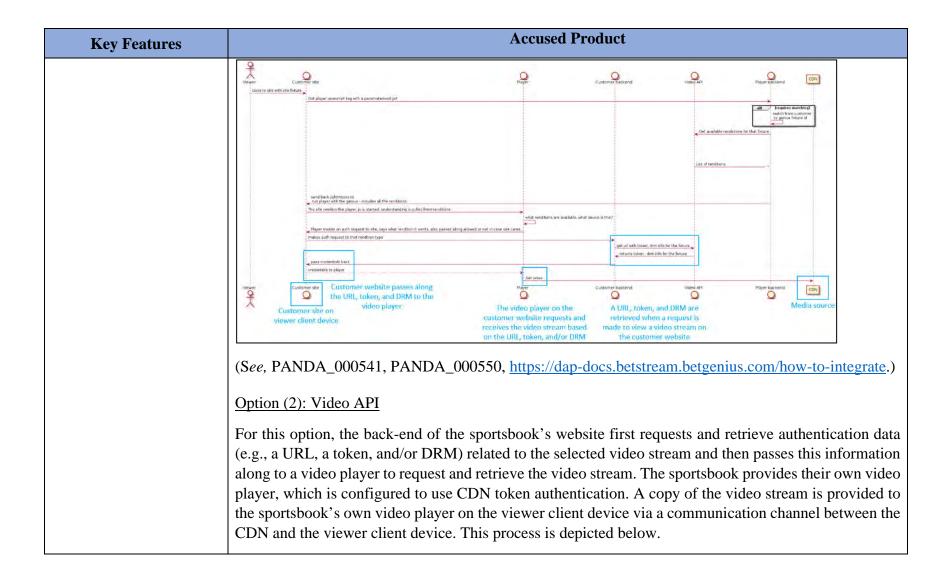
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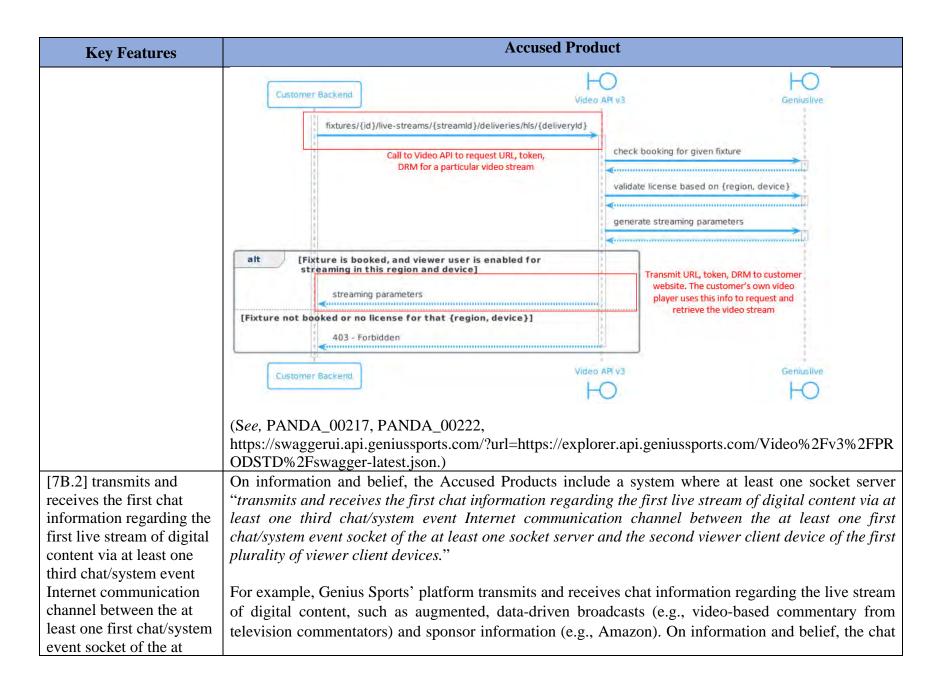
(See https://geniussports.com/publishers-broadcasters/)

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

Key Features	Accused Product
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook in their website. When a user/viewer requests a video stream while using the sportsbook's website, to back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrie authentication data related to the selected video stream. When the sportsbook's website retrieves to information, the authentication data is passed along to the video player, which in turn transmits a requestion of the video stream is provided to a video player on the viewer client device via a communication channel between the CDN and the view client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{co}
	[Base URL: ap1.gen1ussports.com/Video-v3/PRODSTD_] https://explorer.api.gen1ussports.com/Video/v3/PRODSTD/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



Key Features least one socket server and the second viewer client device of the first plurality of viewer client devices; 0:12 / 0:32

Accused Product

information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.



Bring sports stories to life

Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- · Distance to three-pointers
- · Real-time player speeds
- Shot velocity
- · And much more

Unlock new revenues

Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball.

Sponsors can apply their brand to full live games, delayed games or even social media clips.

amazon

100%

FROM PROBABILITY OF SISTE SELLIVES

SOLUTION SISTE SELLIVES

100%

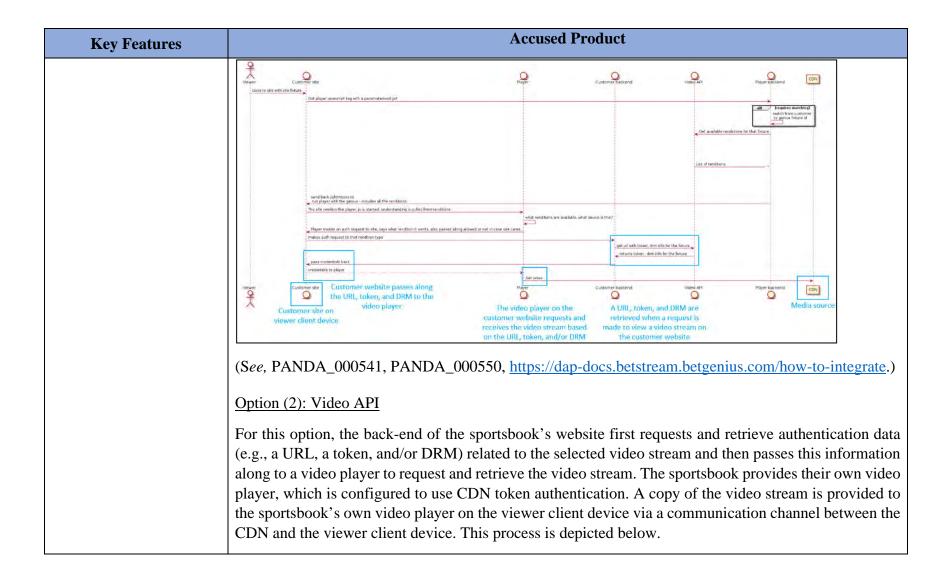
FROM PROBABILITY OF SISTE SELLIVES

FRO

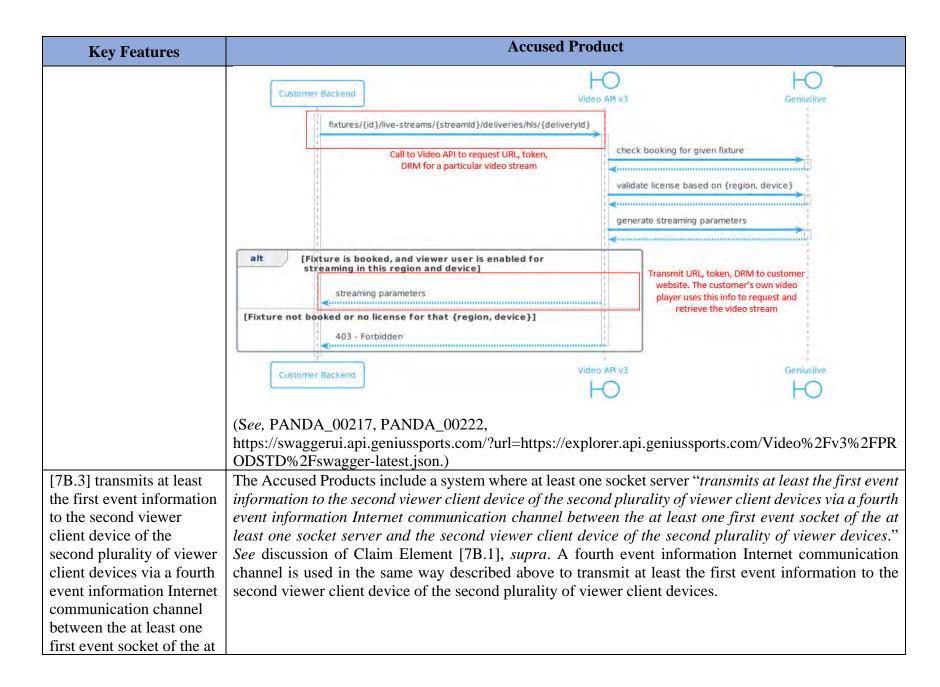
(See https://geniussports.com/publishers-broadcasters/)

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

Key Features	Accused Product
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook in their website. When a user/viewer requests a video stream while using the sportsbook's website, to back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrie authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a requestream a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{cm}
	[Base URL: ap1.geniussports.com/Video-v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



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

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

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

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

[8A] retrieves first event data for the first live sporting event, the first event data including at least one of: the type of the first live sporting event; an event identifier (EventID) for the first live sporting event; a status of the first live sporting event; progress details for the first live sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event;

The Accused Products comprise a control server that retrieves event data "including at least one of: the type of the first live sporting event; an event identifier (EventID) for the first live sporting event; a status of the first live sporting event; progress details for the first live sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event."

For example, Genius Sports' platform provides fixture information, such as "Sport, Start (local time of user), Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics."

Schedule

This is where you select the booked fixtures for viewing

For each fixture, you will see the following information:

- · Sport the sport of the fixture
- . Start (local time of user) the start time of the match, in your time zone (based on your device's current
- Competition the league or tournament to which this match belongs.
- Fixture the teams or competitors in this match.
- · Fixtureld unique id per fixture per sport
- Coverage indicates whether the event is covered from the Venue or TV
- . Lineups indicates whether the event has lineup information or not
- Assigned check this box to add this fixture to your Live tab.

The All Fixtures tab displays all available fixtures in your selected date range. The Scheduled Fixtures tab displays only fixtures that you have selected.

By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the Filter button to expand your selection of fixtures, and to filter by coverage type and lineups availability

Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures.

(See, PANDA 000196 at PANDA 000198,

https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)

Statistics

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

Clicking the opens Time Based Statistics filter menu.

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

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

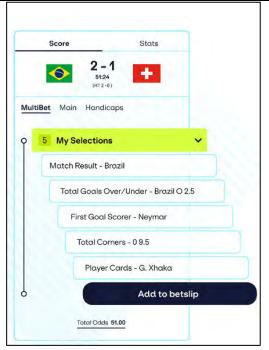
(See, PANDA_000196 at PANDA_000200-PANDA_000201,

https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.) As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.

More in-play profits

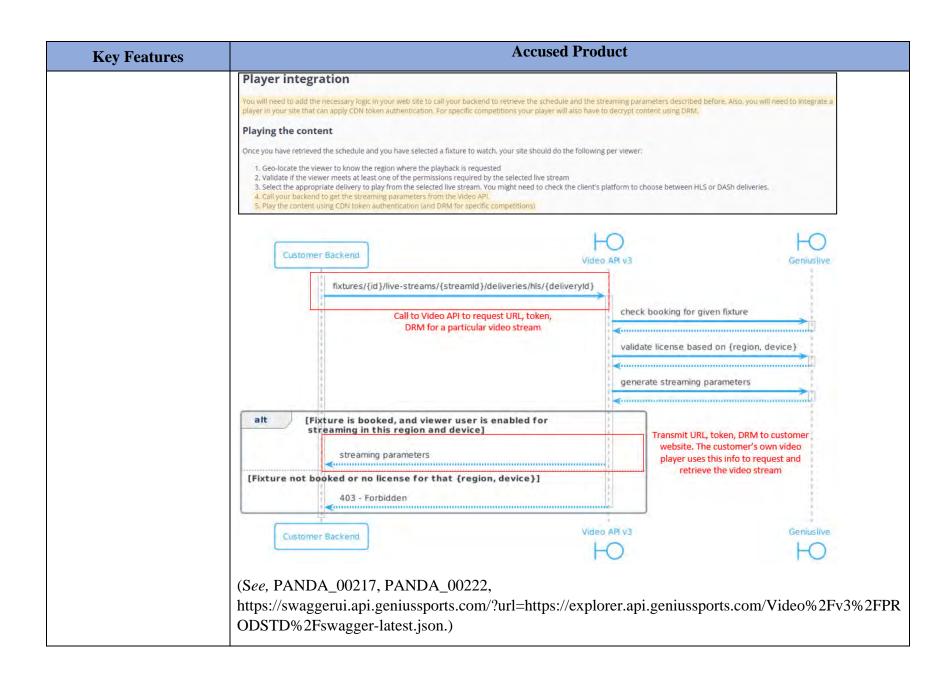
In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips.

Players create the exact accumulator they want, during a single game, for example - Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal.



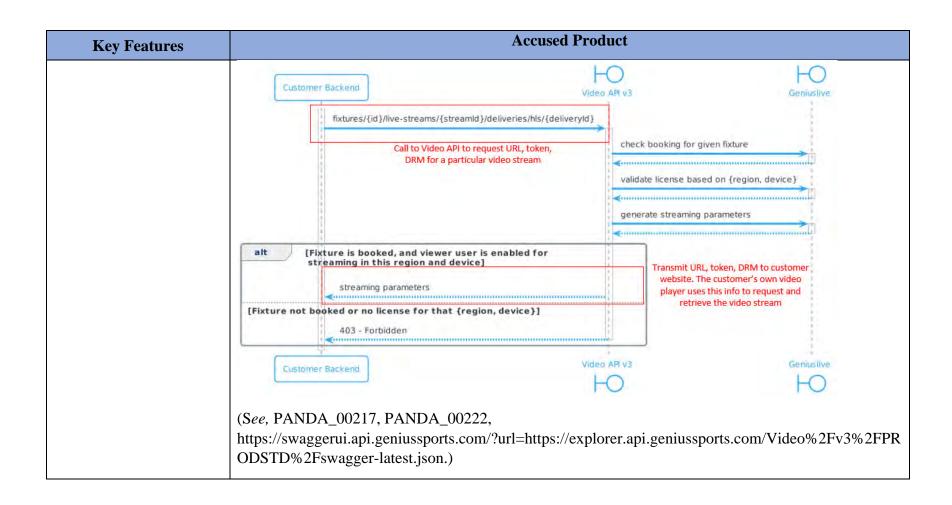
(See, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product	
[8B] normalizes at least the date and/or time of the first live sporting event to a reference standard time to provide a normalized date and/or time; and	The Accused Products comprise a control server that "normalizes at least the date and/or time of the fin live sporting event to a reference standard time to provide a normalized date and/or time." For example, Genius Sports offers two options for sportsbooks to receive their live video streat offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live stream using a sportsbook's own video player.	am l in
	For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes the information along to a video player to request and retrieve the video stream. Genius Sports' platfor then normalizes the date and/or time of the received video stream to a reference standard time to provide a normalized date and/or time.	his rm
	Base URL: apt.geniussports.com/Video-val/PRODSTD is https://explorer.api.geniussports.com/Video-val/PRODSTD/ewagger-latest.json Video Streaming API	



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

Key Features	Accused Product	
	GL-Video-v3 [Base URL: apt.genfussports.com/video-v3/PRODSTD] https://explorer.apl.genfussports.com/video/v3/PRODSTD/swagger-latest/son	
	Video Streaming API	
	The video streaming API is used by customers to:	
	 Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback. 	
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.	
	Player integration	
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.	
	Playing the content	
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:	
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).	



Key Features	Accused Product
	The following is a sample json result for the /fixtures/ endpoint. It contains the details of the fluture 1300290721, which has one livestream available in HLS format through Akamai { "data": {

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

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

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

10. <u>Independent Claim 19</u>

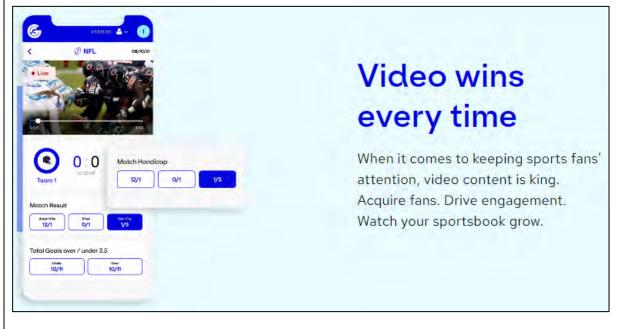
Key Features	Accused Product
[19.P] A system for	The Accused Products include "[a] system for providing first plurality of copies of a first live stream of
providing a first plurality	digital content relating to a first live sporting event to a first plurality of viewer client devices, and for
of copies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

Key Features

relating to a first live sporting event to a first plurality of viewer client devices, and for providing a second plurality of copies of a second live stream of digital content relating to a second live sporting event to a second plurality of viewer client devices, the system comprising:

Accused Product

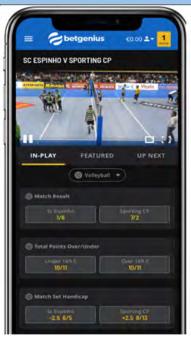
For example, Genius Sports' platform practices a system for providing video streams of sporting events (e.g., football match) to viewers' devices (e.g., computer, laptop, smartphone, tablet, etc.).



(See, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

Key Features

Accused Product



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

Genius Sports' platform combines live sports data and live sports video. For example, Genius Sports' platform pairs "video, captured direct from pitch or courtside ... with official data and live betting services...":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.
	Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.
	Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.
	By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.
	All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.
	International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.
	Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
	"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across
	Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball
	Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting
	Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online. Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and

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

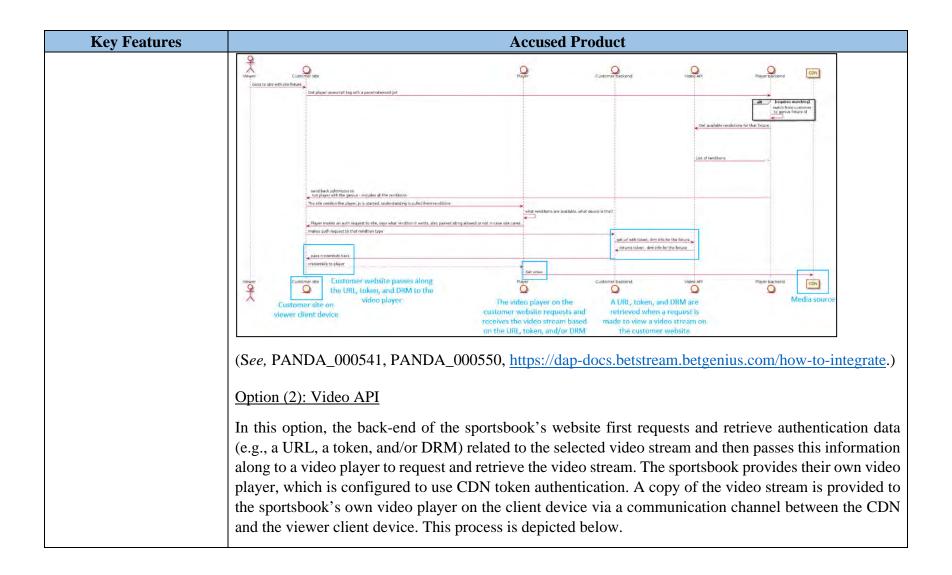
Key Features Accused Product betgenius SC ESPINHO V SPORTING CP Ø Volleyball ▼ (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.)

Key Features		Accused Product
	© NFL Cerroya	Video wins every time
	Match Handicap Team 1 12/1 0/1 1/5 Match Result Approximation 12/1 0/1 1/5 Total Gacels over / under 3.5 Total Gacels over / under 3.5	When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow.
[19A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet communication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices; and	The Accused Products include "a pl of copies to a first viewer client de communication channel between th first plurality of viewer client device	urality of media sources to provide a first copy of the first plurality vice of the first plurality of viewer client devices via a first Interne be plurality of media sources and the first viewer client device of the

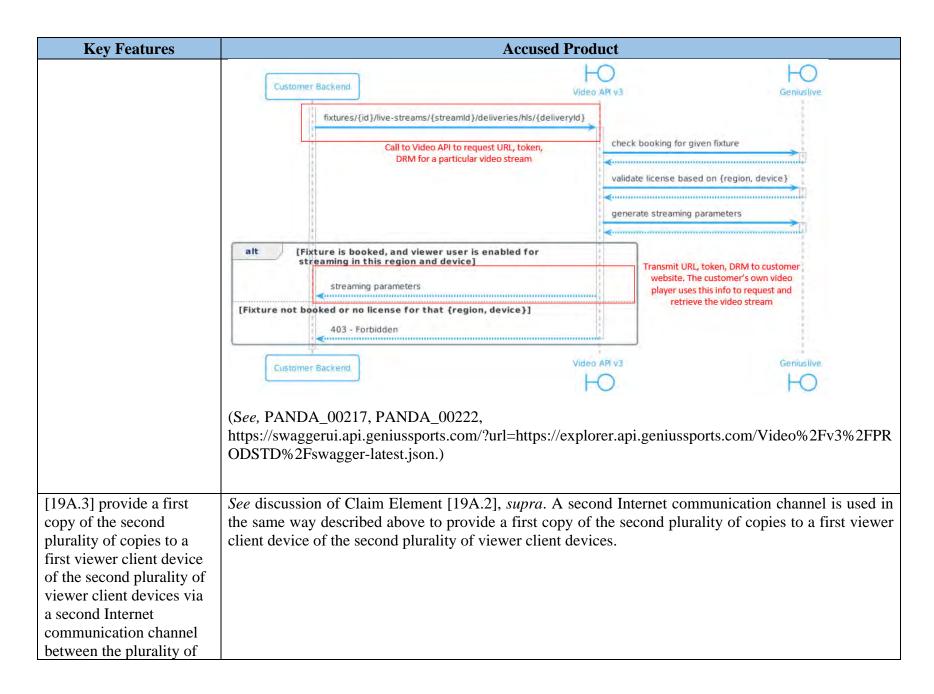
Key Features Accused Product SC ESPINHO V SPORTING CP O Volleyball + -2.5 8/13 (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside ... with official data and live betting services...":

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

Key Features	Accused Product	
	information, the authentication data is passed along to the video player, which in turn transmits a request	
	from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the	
	video player on the client device via a communication channel between the CDN and the client device. This process is depicted below.	
	Insert a script tag defining the desired fixture and the bookmaker source:	
	<pre>1</pre>	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter	
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of	
	How does it work?	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.	
	Our API should never be called from the browser directly.	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.	



Key Features	Accused Product	
	GL-Video-v3 (2033) [Base URL: apt.gen(ussports.com/Video-v3/PROOSTD/g) https://exolorer.api.gen(ussports.com/Video-v3/PROOSTD/gwagger-latest/gon	
	Video Streaming API	
	The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture.	
	 Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems. 	
	Player integration	
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,	
	Playing the content	
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:	
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).	



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

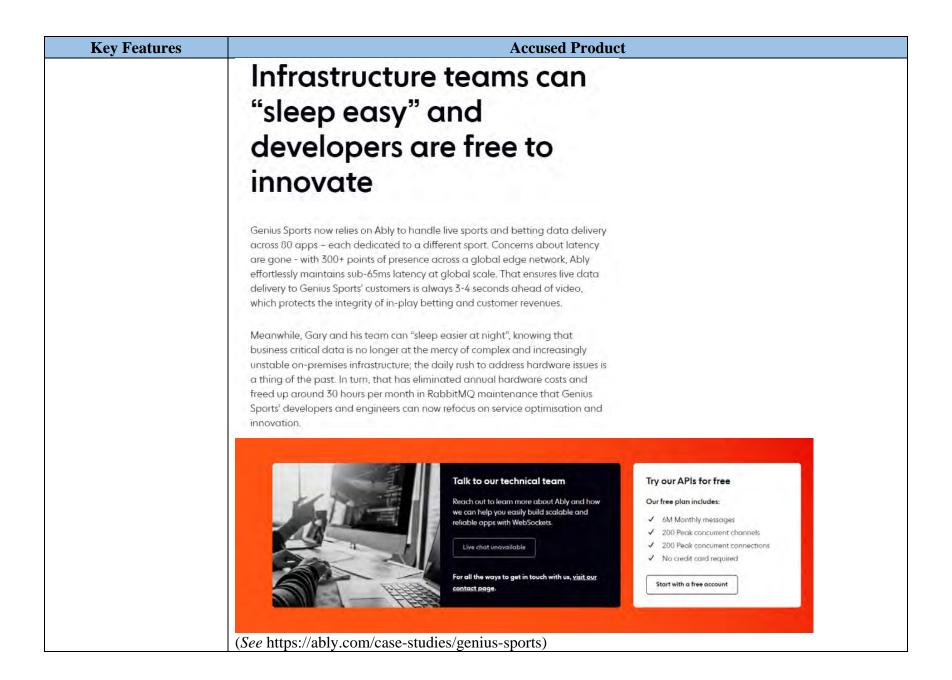
Key Features	Accused Product	
	Statistics	
	Statistics show the number of events of each type in this match, per side.	
	Clicking the opens Time Based Statistics filter menu.	
	User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the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

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

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

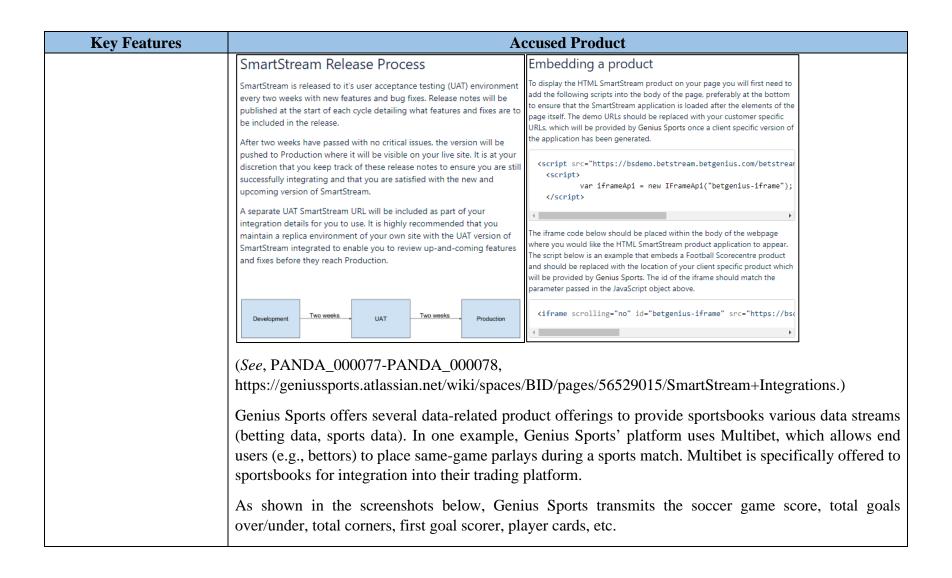
Key Features	Accused Product
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_footb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

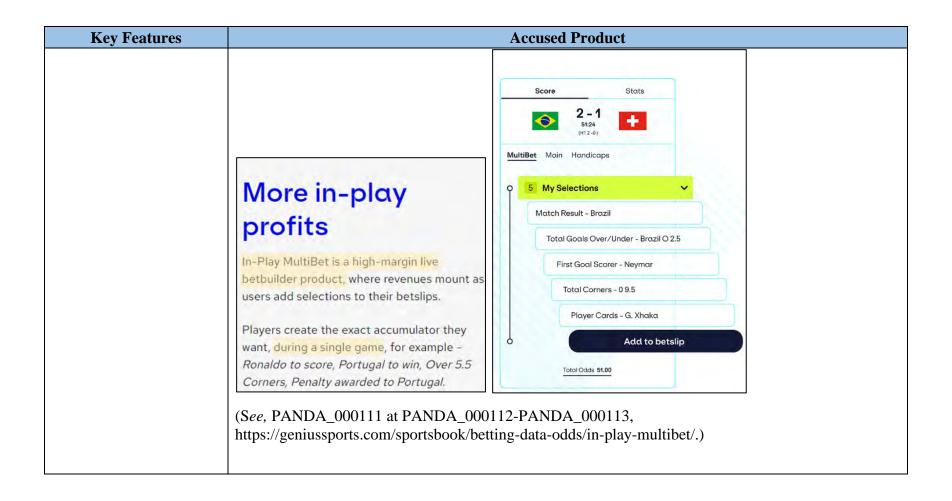
Key Features	Accused Product	
	Statistics	
	Statistics show the number of events of each type in this match, per side.	
	Clicking the opens Time Based Statistics filter menu.	
	User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the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



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

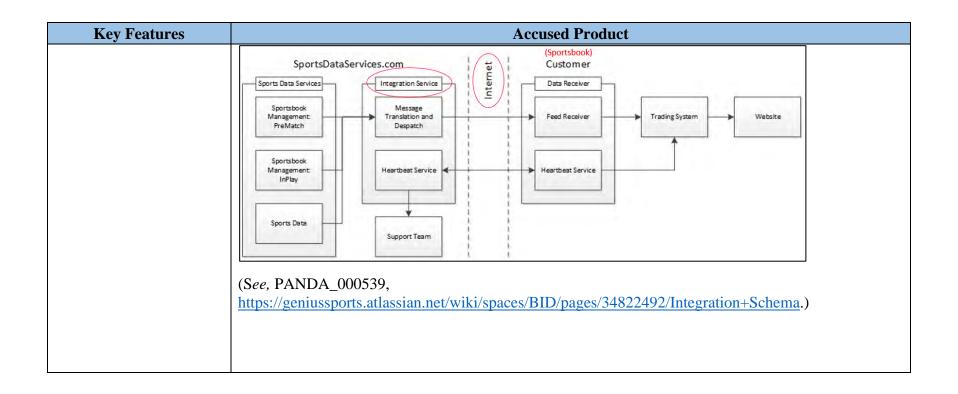
Key Features	Accused Product
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details.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

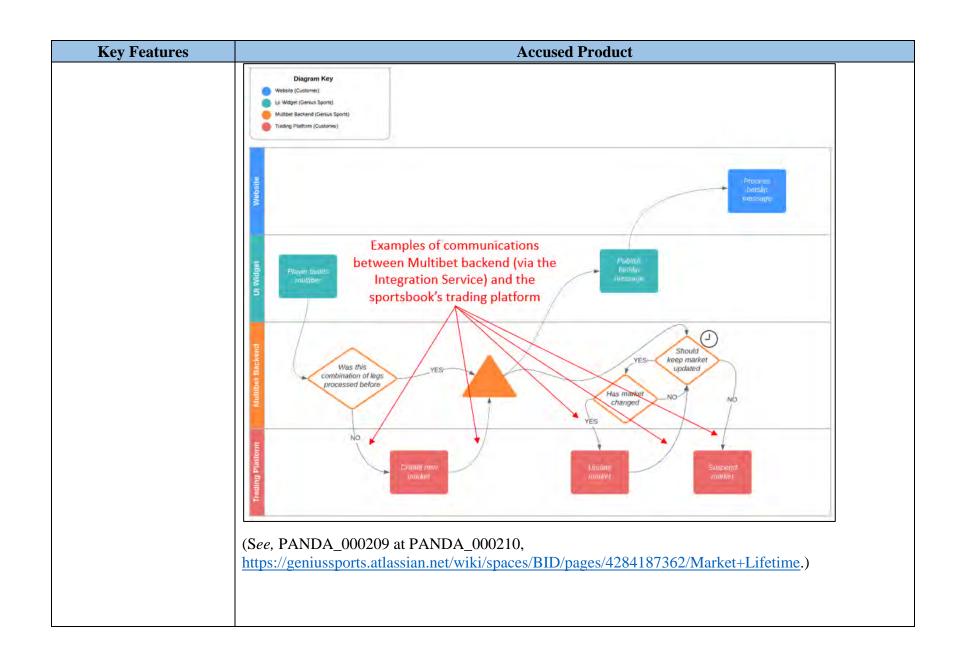




Key Features	Accused Product	
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	 The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events 	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched <i>In-Play MultiBet</i> , providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season.	
	Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves.	
	Now, through <i>In-Play MultiBet</i> , these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals.	
	Launched in time to give sportsbooks a new dimension at the FIFA World Cup, <i>In-Play MultiBet</i> is powered by the highest quality Al-powered live odds, tried and tested on Genius Sports' leading LiveTrading service.	
	InPlay MultiBet will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide.	
	"Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said Jack Davison, Chief Commercial Officer of Genius Sports. "Starting with the biggest sports event of the year, the FIFA World Cup, InPlay MultiBet will enable our partners to unlock bigger margins and drive engagement between key match events and breaks."	
	(See, PANDA_000179-PANDA_000180, https://www.geniusspolaunches-in-play-multibet-for-the-next-generation-of-same-game	
	Genius Sports offers several options to sportsbooks to integrate I one example, Genius Sports provides a Multibet API, Sportsboo facilitate both front-end and back-end integration.	U 1

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





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

11. Dependent Claim 20

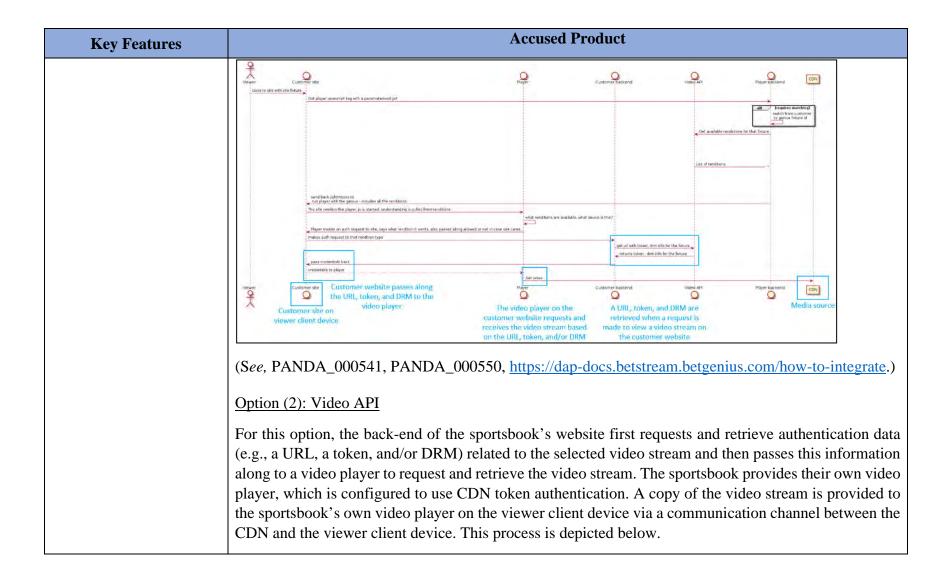
Key Features	Accused Product
[20.P] The system of	See Claim 19, supra.
claim 19, wherein:	
[20A] in A), the plurality	
of media sources:	
[20A.1] provide a second	The Accused Products include a system where the plurality of media sources "provide a second copy of
copy of the first plurality	the first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

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

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

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

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a requestrom a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video stream is provided to the video stream.
	video player on the viewer client device via a communication channel between the CDN and the view client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{cm}
	[Base URL: ap1.gen1ussports.com/Video-va/PRODSTD 1 https://explorer.api.gen1ussports.com/Video/v3/PRODSTD/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).

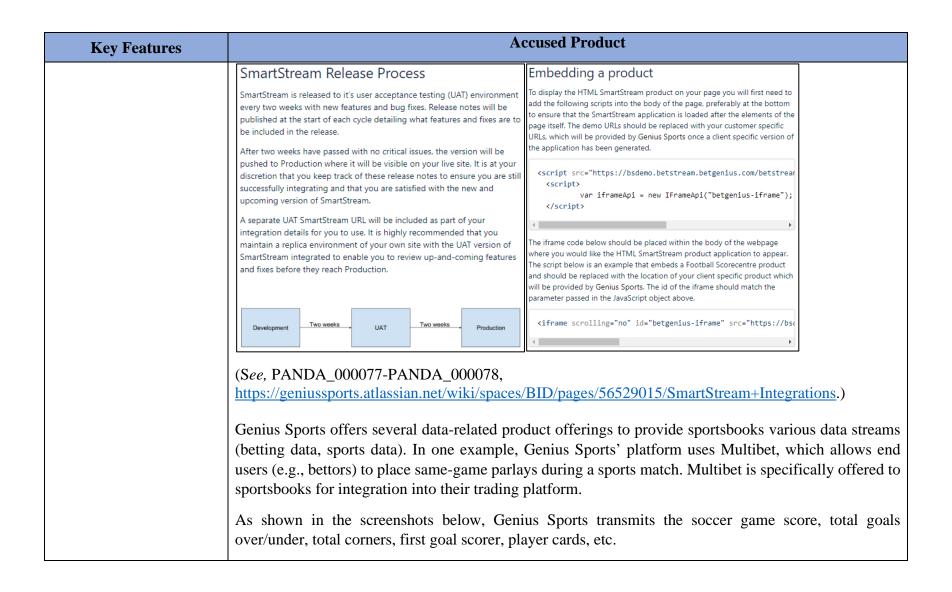
Key Features	Accused	Product
	Customer Backenid fixtures/{id}/live-streams/{streamld}/deliveries/hls/{deliv	check booking for given fixture validate license based on {region, device} generate streaming parameters Transmit URL, token, DRM to customer website. The customer's own video player uses this info to request and retrieve the video stream Video API v3 Geniuslive
[20A.2] provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the	See discussion of Claim Element [20A.1], supra. A f in the same way described above to provide a secon viewer client device of the second plurality of viewer	d copy of the second plurality of copies to a secon

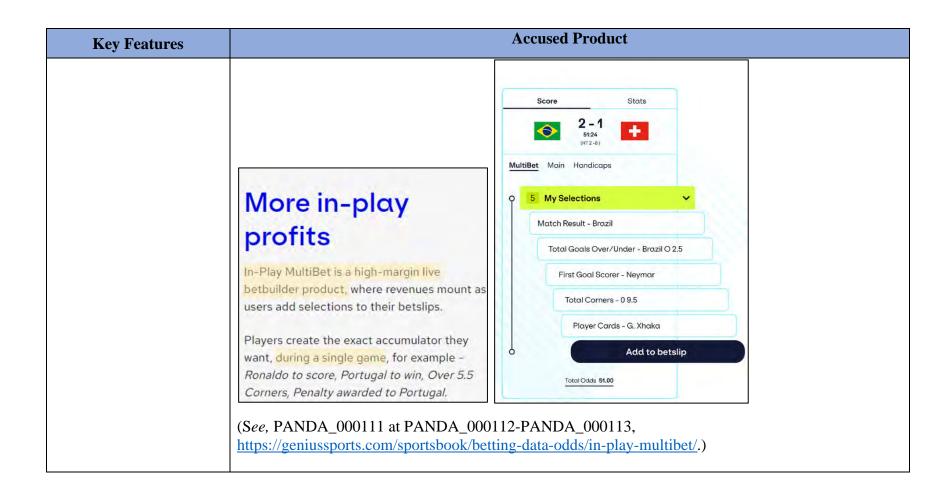
Key Features	Accused Product
plurality of media sources	
and the second viewer	
client device of the	
second plurality of viewer	
client devices; and	
[20B] in C), the at least	The Accused Products comprise at least one socket server. See discussion of Claim Element 19C, supra.
one socket server:	
[20B.1]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

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

Key Features	Accused Product
ey Features	The screenshot below confirms that Genius Sports transmits "at least the bet generated by th sportsbook's trading platform to the Genius widget on client's device (e.g., a computer, a laptop, smartphone or a tablet) via the Internet. Authenticated sequence Cherit webgins Pouter requests a bet Cherit subger proxy Putter requests a bet Cherit subger proxy Putter requests a bet Cherit subger proxy Putter requests a bet Cherit subger proxy Maret and Cherit subger proxy Maret and Cherit subgratuum service Message to create mariset in trading platform Cherit subgratuum service Message to create mariset in trading platform
	Genius widges (See, PANDA_000001,

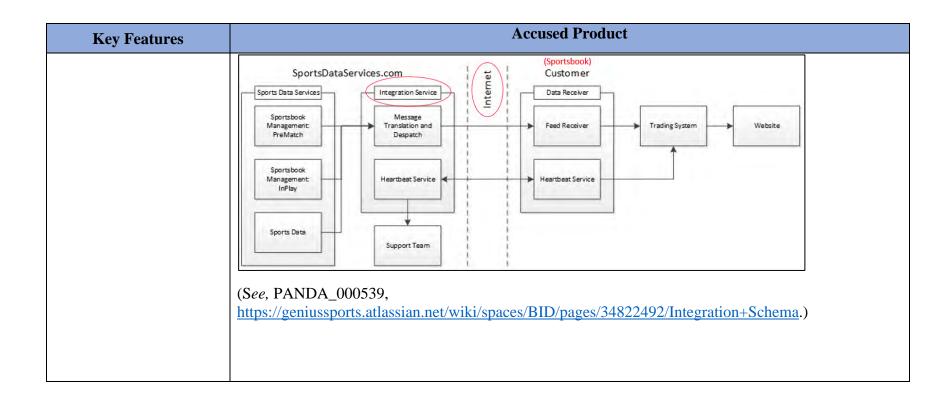
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.
	Multibet Widget Integration
	Our customers should embed the Multibet Widget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

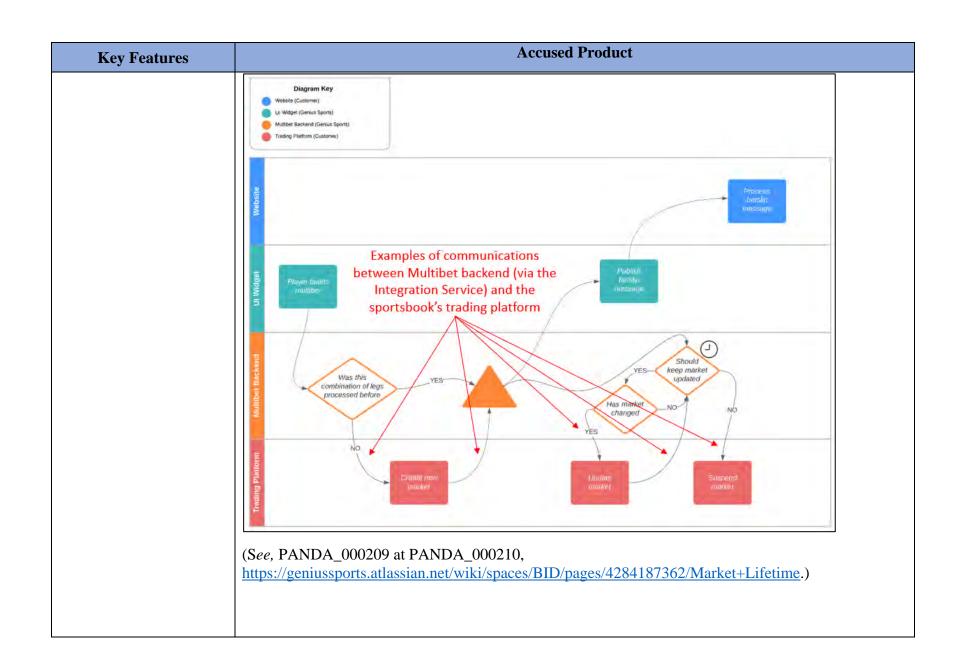




Key Features	Accused Product	
	 Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals 	
	 The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

Key Features	Accused Product	
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integrationsmits various data (fixtures, markets, prices, results) to the sportsbook's trading platfor Internet connection. Additionally, the Integration Service transmits a message to create a market sportsbook's trading platform. In return, the generated bet is transmitted from the trading the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve in germane to the first live sporting event via the Internet.	orm v ket (b platfo
	Bookmaker Genius Sports	
	Website Reverse Proxy API Multibet Backend Genius Sports UI Widget Trading Platform Fixtures Markets Prices Results Integration Service	
	*Arrows indicate in which direction data is flowing (See, PANDA_000212 at PANDA_000213,	





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

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

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

Key Features
Internet communication
channel between at least
one first chat/system
event socket of the at
least one socket server
and the first viewer client
device of the first
plurality of viewer client
devices, wherein the at
least one first chat/system
event socket corresponds
to the first chat
information; and

Accused Product

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



Bring sports stories to life

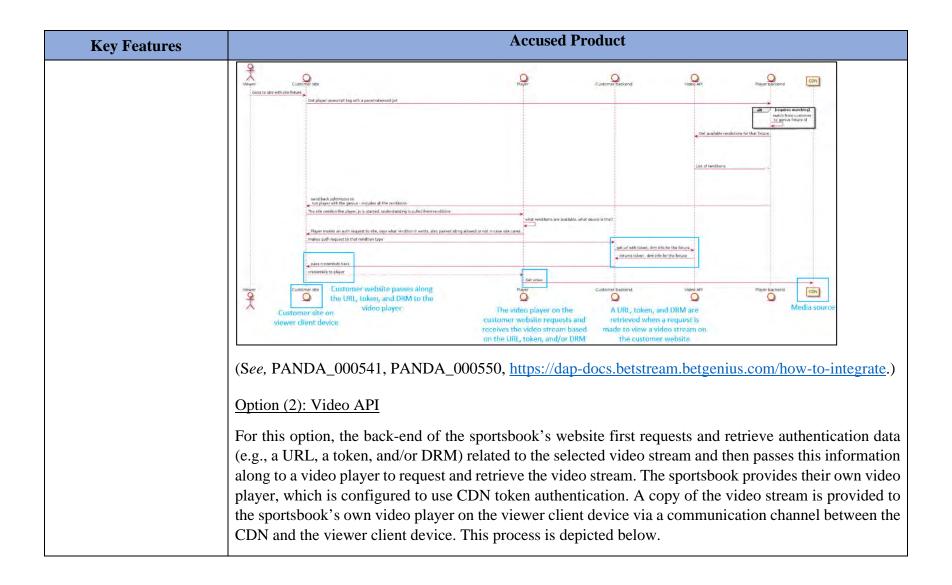
Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- · Distance to three-pointers
- · Real-time player speeds
- Shot velocity
- · And much more

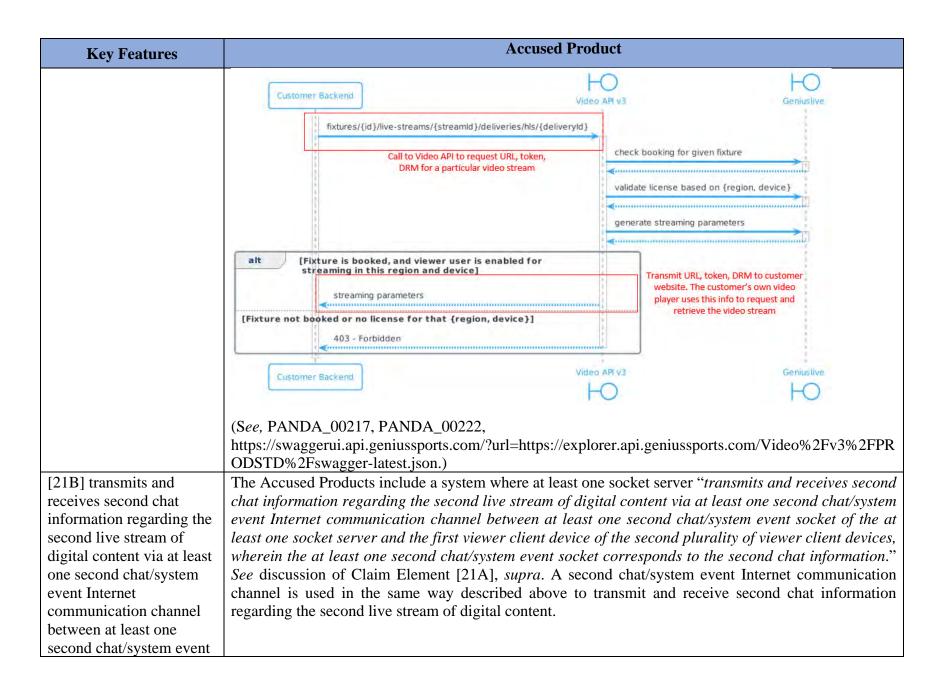
Key Features	Accused Product
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.
	(See https://geniussports.com/publishers-broadcasters/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside with official data and live betting services":

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

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a requestrom a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video stream.
	video player on the viewer client device via a communication channel between the CDN and the view client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{aa}
	[Base URL: apt.genfussports.com/Video-val/PRODSTD 1 https://explorer.api.genfussports.com/Video/v3l/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



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

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

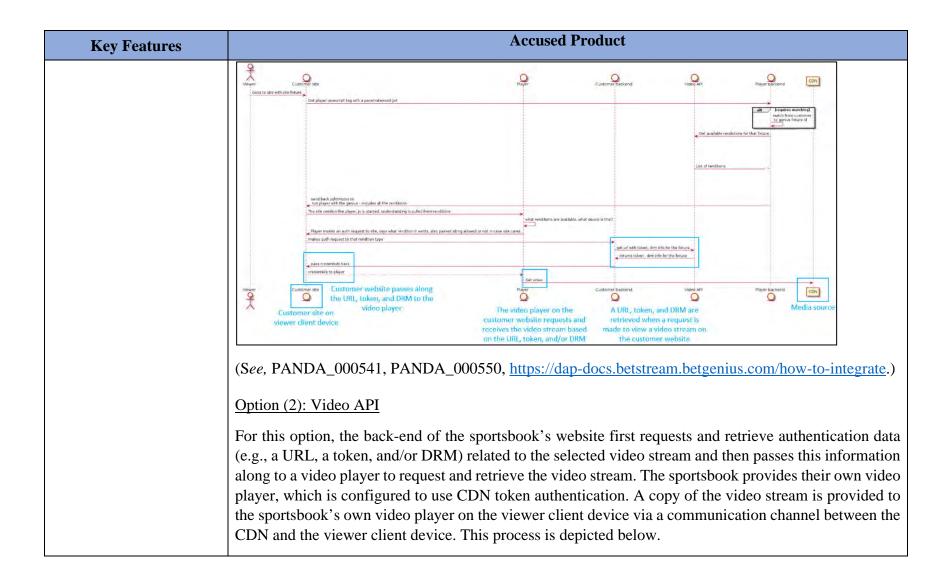
Key Features	Accused Product
[22.P] The system of claim 21, wherein:	See Claim 21, supra.
[22A] in A), the plurality of media sources: [22A.1] provide a second copy of the first plurality of copies to a second	The Accused Products include a system where the plurality of media sources "provide a second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

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

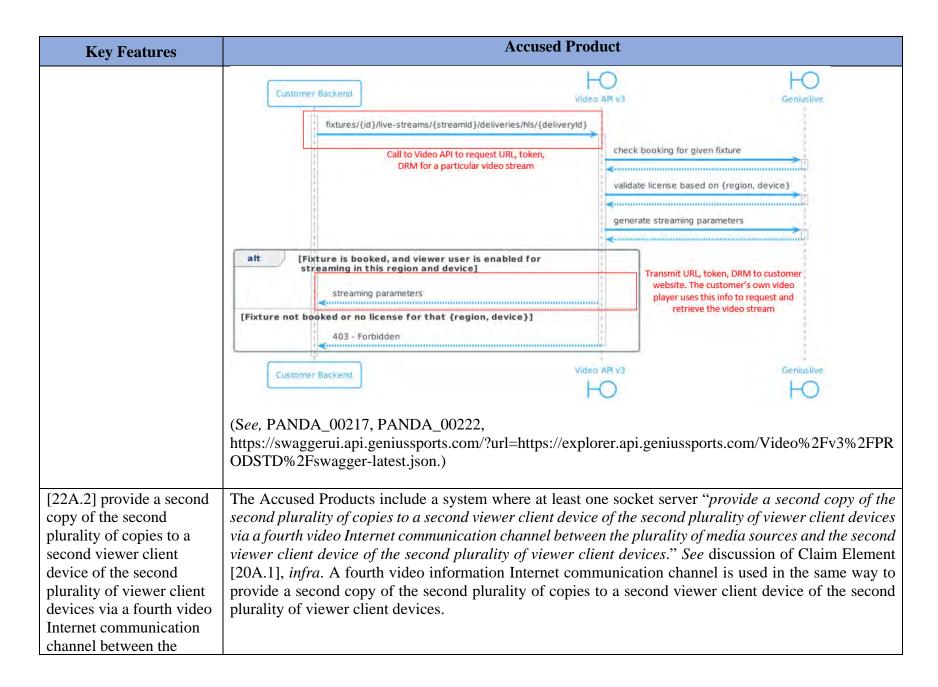
Key Features	Accused Product
	(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs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

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

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a requestream a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video
	video player on the viewer client device via a communication channel between the CDN and the view client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{aa}
	[Base URL: apt.genfussports.com/Video-val/PRODSTD 1 https://explorer.api.genfussports.com/Video/v3l/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



Key Features
plurality of media sources
and the second viewer
client device of the
second plurality of viewer
client devices; and
[22B] in C), the at least
one socket server:
[22B.1] transmits at least
the first event information
of the first event
information to the second
viewer client device of
the first plurality of
viewer client devices via
a third event information
Internet communication
channel between the at
least one first event
socket of the at least one
socket server and the
second viewer client
device of the first
plurality of viewer
devices;

Accused Product

On information and belief, the Accused Products include a system where at least one socket server "transmits at least the first event information of the first event information to the second viewer client device of the first plurality of viewer client devices via a third event information Internet communication channel between the at least one first event socket of the at least one socket server and the second viewer client device of the first plurality of viewer devices."

For example, Genius Sports' platform transmits and receives event information, such as augmented, datadriven broadcasts (e.g., real-time player speeds, shot velocity). On information and belief, the event information is communicated via an event information Internet communication channel between an event socket and a viewer client device.



Bring sports stories to life

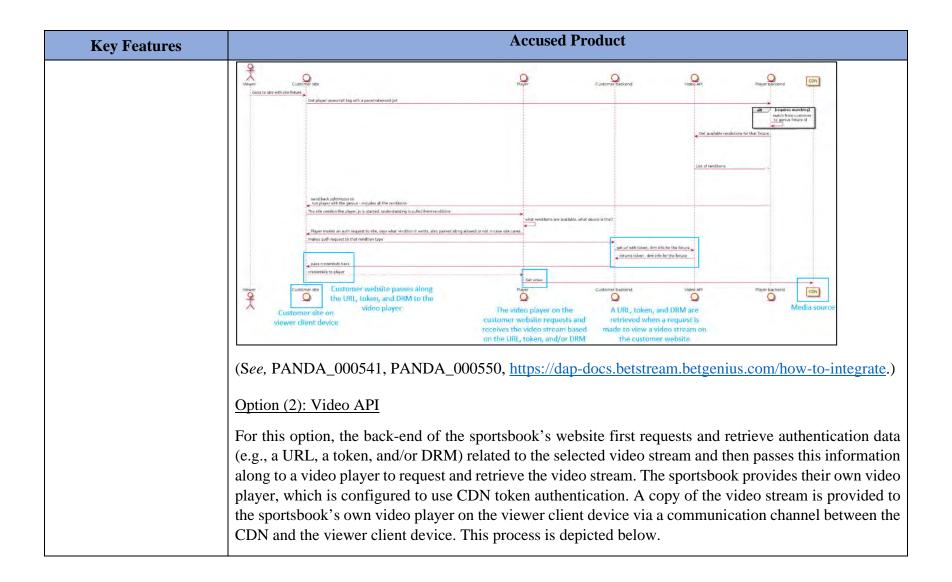
Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- · Distance to three-pointers
- Real-time player speeds
- Shot velocity
- · And much more

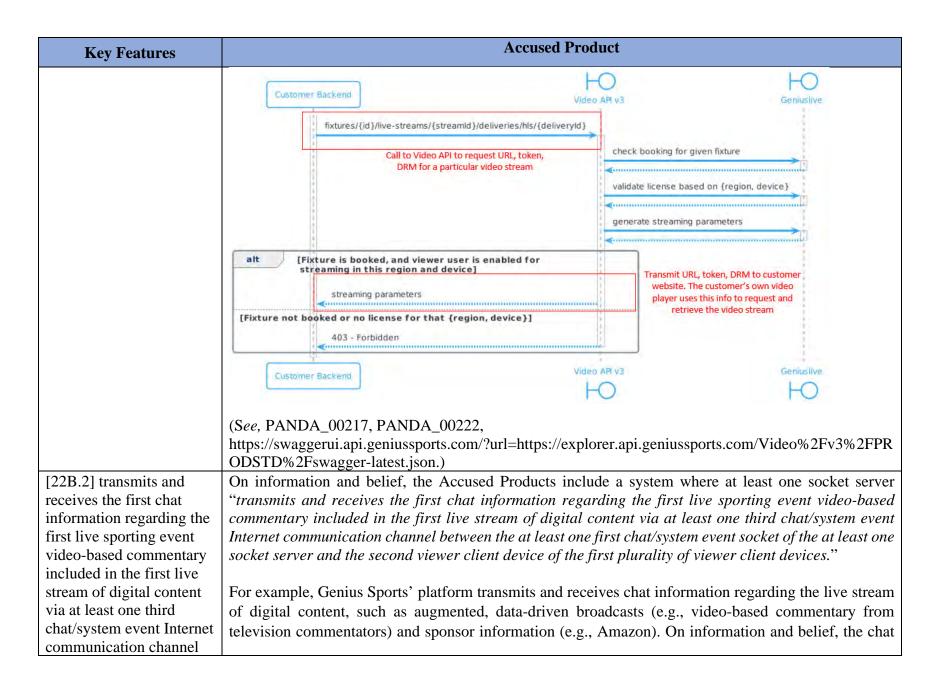
Key Features	Accused Product
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.
	(See https://geniussports.com/publishers-broadcasters/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside with official data and live betting services":

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

Key Features	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a requirement of the video stream is provided to the v
	video player on the viewer client device via a communication channel between the CDN and the view client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{cm}
	[Base URL: ap1.gen1ussports.com/Video-va/PRODSTD 1 https://explorer.api.gen1ussports.com/Video/v3/PRODSTD/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



Key Features

between the at least one first chat/system event socket of the at least one socket server and the second viewer client device of the first plurality of viewer client devices;

Accused Product

information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.



Bring sports stories to life

Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- · Distance to three-pointers
- · Real-time player speeds
- Shot velocity
- · And much more

Unlock new revenues

Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball.

Sponsors can apply their brand to full live games, delayed games or even social media clips.

amazon

50%

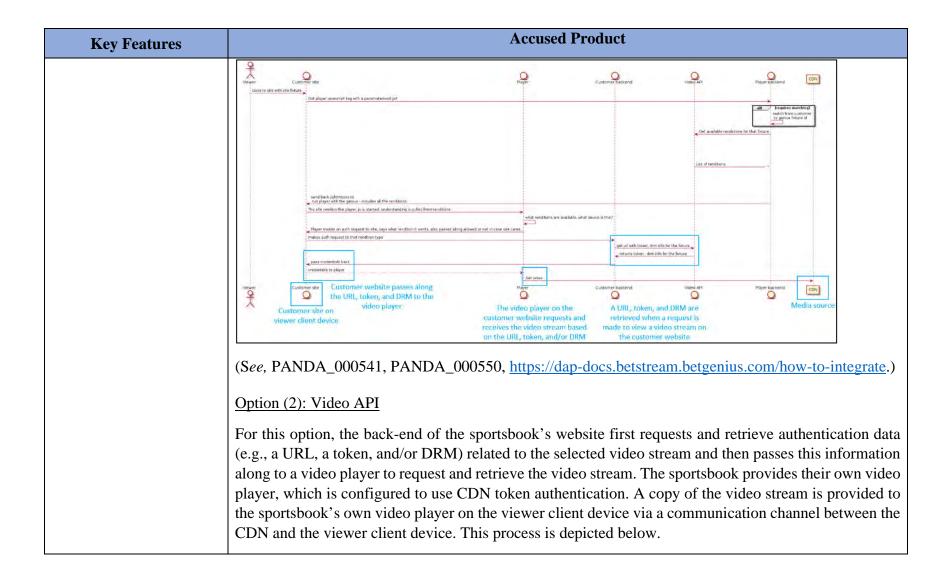
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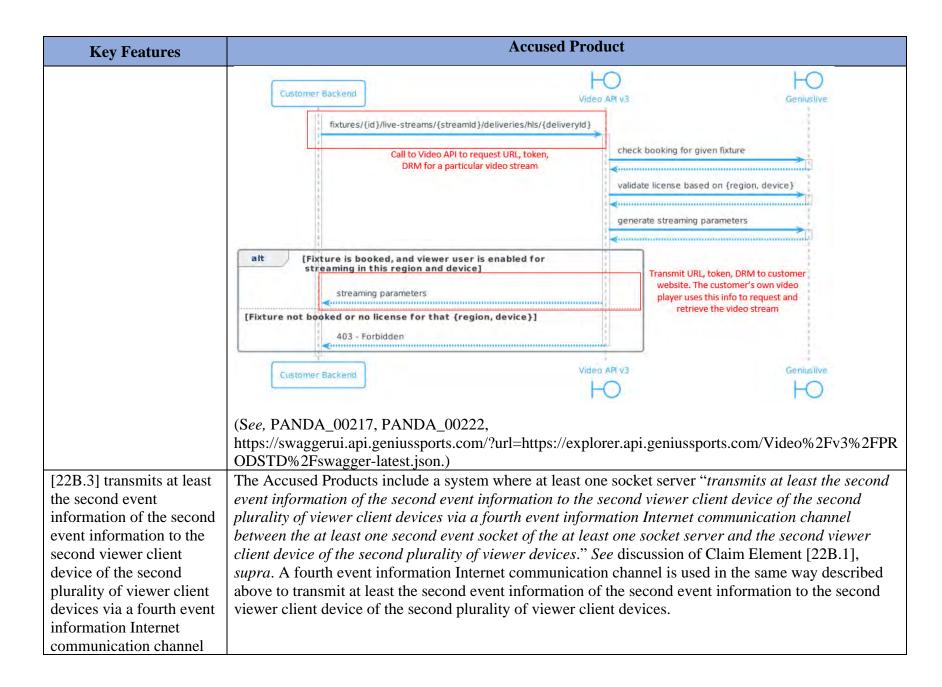
(See https://geniussports.com/publishers-broadcasters/)

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

Key Features	Accused Product
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook in their website. When a user/viewer requests a video stream while using the sportsbook's website, to back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrie authentication data related to the selected video stream. When the sportsbook's website retrieves to information, the authentication data is passed along to the video player, which in turn transmits a requestion of the video stream is provided to a video player on the viewer client device via a communication channel between the CDN and the view client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{cm}
	[Base URL: ap1.gen1ussports.com/Video-va/PRODSTD 1 https://explorer.api.gen1ussports.com/Video/v3/PRODSTD/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



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

14. <u>Independent Claim 23</u>

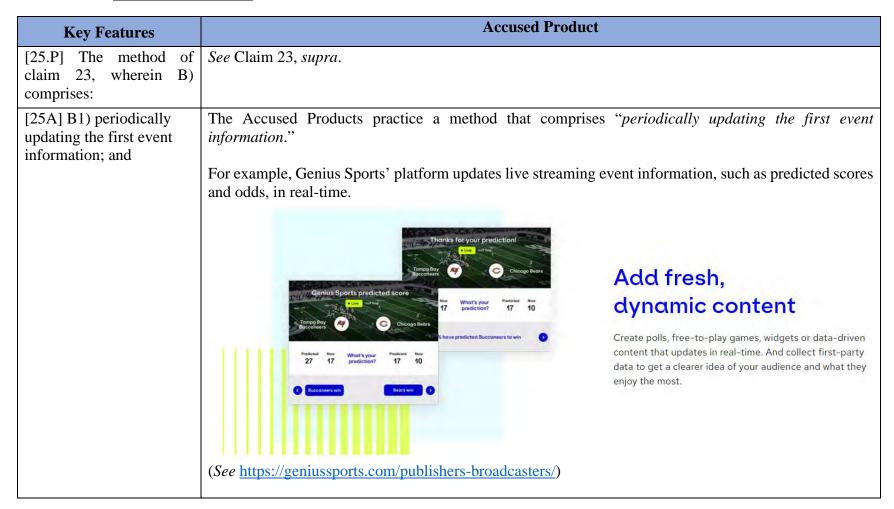
Key Features	Accused Product
[23.P] A method for	See discussion of Claim Element [19.P], supra.
providing, to a first viewer	
client device, a first copy	
of a first live stream of	
digital content relating to a	
first live sporting event,	
the method comprising:	
[23A] A) providing the	See discussion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

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

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

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

16. <u>Dependent Claim 25</u>



Accused Product Key Features Integrated betslip Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. 14 21 156 24 IST & 10 (See https://geniussports.com/sportsbook/betvision/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside ... with official data and live betting services...": New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules - bet365 among the first to go live with the product. Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live

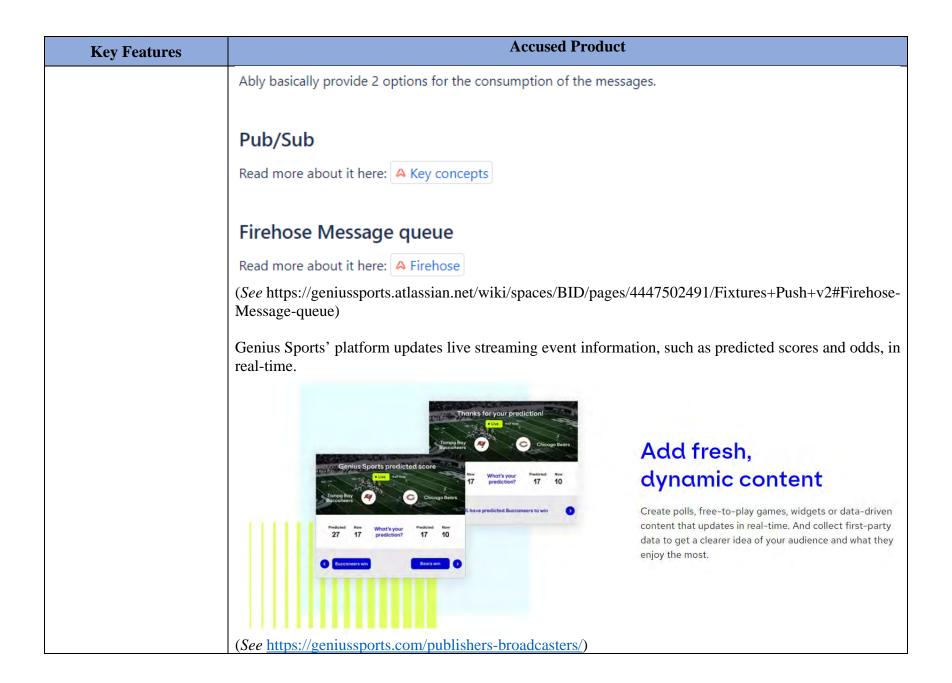
betting experience."

	Accused Product
	https://investors.geniussports.com/news/news- naming-service-for-sportsbooks/default.aspx.)
(betting data, sports data). In one example users (e.g., bettors) to place same-game pa	product offerings to provide sportsbooks various data stream le, Genius Sports' platform uses Multibet, which allows en arlays during a sports match. Multibet is specifically offered t ing platform.
	enius Sports transmits the soccer game score, total goal player cards, etc.
	Score Stats
	2 - 1 51.24 (HT2-0) MultiBet Main Handicaps
More in-play	O 5 My Selections
profits	Match Result - Brazil Total Goals Over/Under - Brazil O 2.5
In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips.	First Goal Scorer - Neymar Total Corners - 0 9.5
Players create the exact accumulator they want, during a single game, for example – Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal.	Player Cards - G. Xhaka Add to betslip Total Odds 51.00
	Genius Sports offers several data-related possible (betting data, sports data). In one example users (e.g., bettors) to place same-game passportsbooks for integration into their traditional As shown in the screenshots below, Gover/under, total corners, first goal scorer, over/under, total corners, first goal scorer, the profits In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips. Players create the exact accumulator they want, during a single game, for example -

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

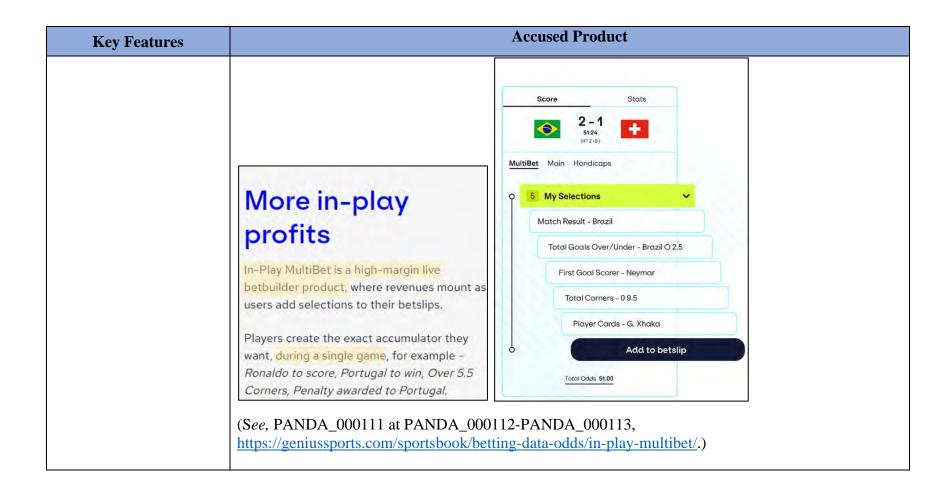
Key Features	Accused Product
asynchronous message including the updated first event information for transmission to the at least one first event socket of the at least one socket server.	For example, Genius Sports' platform uses Fixtures Push API v2, a message queue mechanism, for distributing updates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

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



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

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



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

17. <u>Independent Claim 27</u>

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

18. <u>Dependent Claim 28</u>

Key Features 28. The system of claim 27, further comprising: means for transmitting and receiving first chat information regarding the first live sporting event via least one first at chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel.

Accused Product

On information and belief, the Accused Products comprise "means for transmitting and receiving first chat information regarding the first live sporting event via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel."

For example, Genius Sports' platform transmits and receives chat information regarding the live sporting event, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via chat/system event Internet communication channel that is different from the video communication channel and the event information communication channel.



Bring sports stories to life

Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

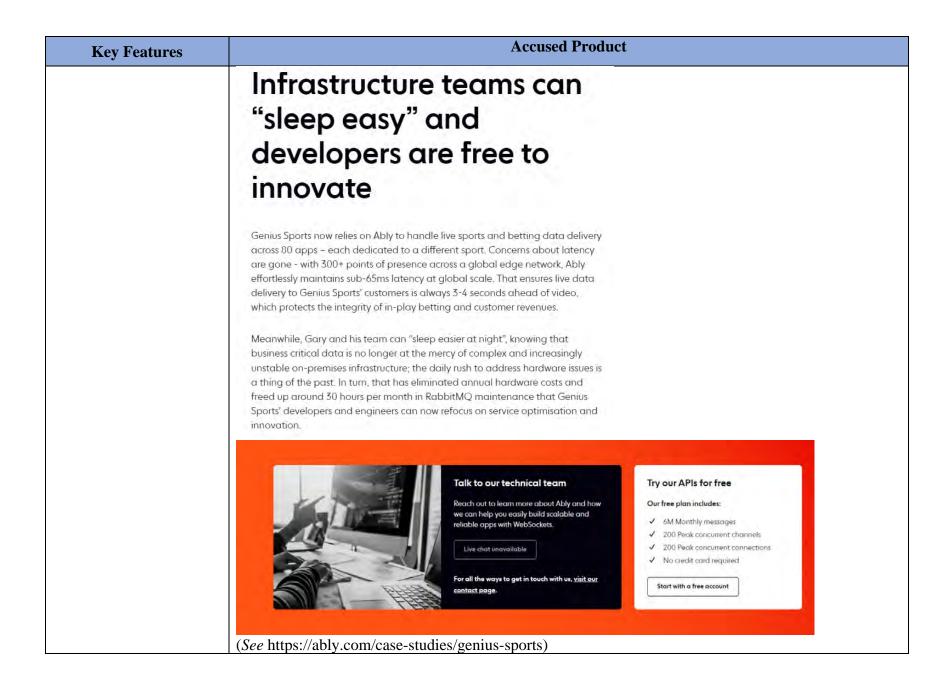
- · Split-second shot probabilities
- · Distance to three-pointers
- · Real-time player speeds
- Shot velocity
- And much more

Key Features	Accused Product
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.
	(See https://geniussports.com/publishers-broadcasters/) Genius Sports' platform combines live sports data and live sports video. As stated below, Genius Sports' platform pairs "video, captured direct from pitch or courtside with official data and live betting services":

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.
	Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.
	Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.
	By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.
	All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.
	International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.
	Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
	"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."
	(See, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx .) For example, Genius Sports' platform sends "a stream of messages over a long running socked
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) For example, Genius Sports' platform sends "a stream of messages over a long running socke accomplish the "API call to send real time data to the Warehouse/Statistics Engine." On information belief, Genius Sports' platform creates different Internet communication channels to transmit inform regarding the live sporting events to user devices.
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Key Features	Accused Product
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns ($\n\$) or two carriage return line feeds ($\n\$). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	/v2/{sport}/publish
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html .)
	As described below, Genius Sports delivers "thousands of low latency live streams" from top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and online.
	Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and LiveTrading solutions while maintaining full flexibility and control over each element of its sportsbook.
	Powered by the highest quality data, Genius Sports will deliver real-time feeds and pin-point pricing for hundreds of competitions, including the EPL, NCAA Basketball, Euroleague Basketball and the NFL. Tipsport will have access to Genius Sports' full NFL product suite, including access to the league's real-time statistics, proprietary Next Gen Stats (NGS) and official sports betting data feed.
	Genius Sports will also deliver thousands of low latency streams through its rapidly expanding Streaming solution. Tipsport customers will benefit from an enhanced live betting experience through live streams of top tier football leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FIVB volleyball leagues globally.

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



19. Dependent Claim 29

29. The system of claim 27, wherein the means for retrieving includes means for updating the first event information and queueing an asynchronous message including the updated first event information for transmission on the first event information communication channel.

Accused Product

The Accused Products comprise "means for updating the first event information and queueing an asynchronous message including the updated first event information for transmission on the first event information communication channel."

For example, Genius Sports' platform updates live streaming event information, such as predicted scores and odds, in real-time.



Add fresh, dynamic content

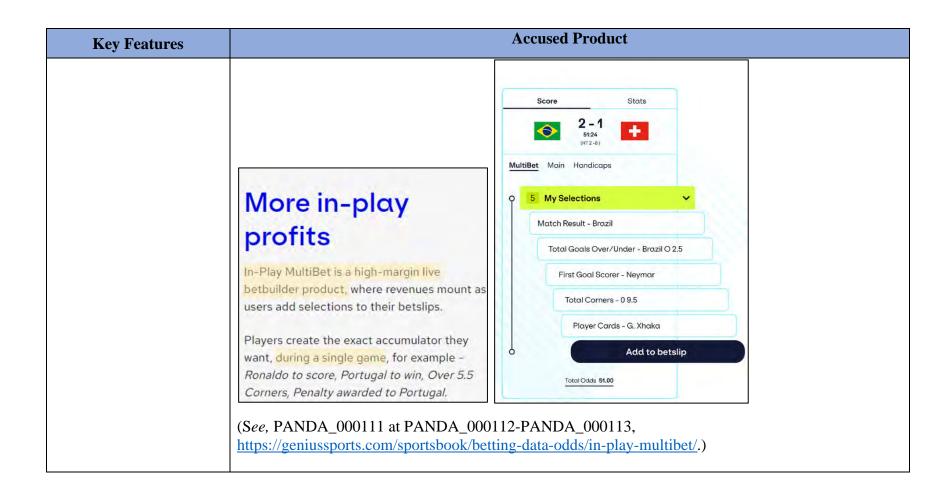
Create polls, free-to-play games, widgets or data-driven content that updates in real-time. And collect first-party data to get a clearer idea of your audience and what they enjoy the most.

Key Features Accused Product	
(See https://geniussports.com/sportsbook/betvision/) Genius Sports' platform uses Fixtures Push API v2, a message queue in real time. On information and belief, the message queue mechanism including the updated first event information for transmission communication channel.	n queues an asynchronous message

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

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

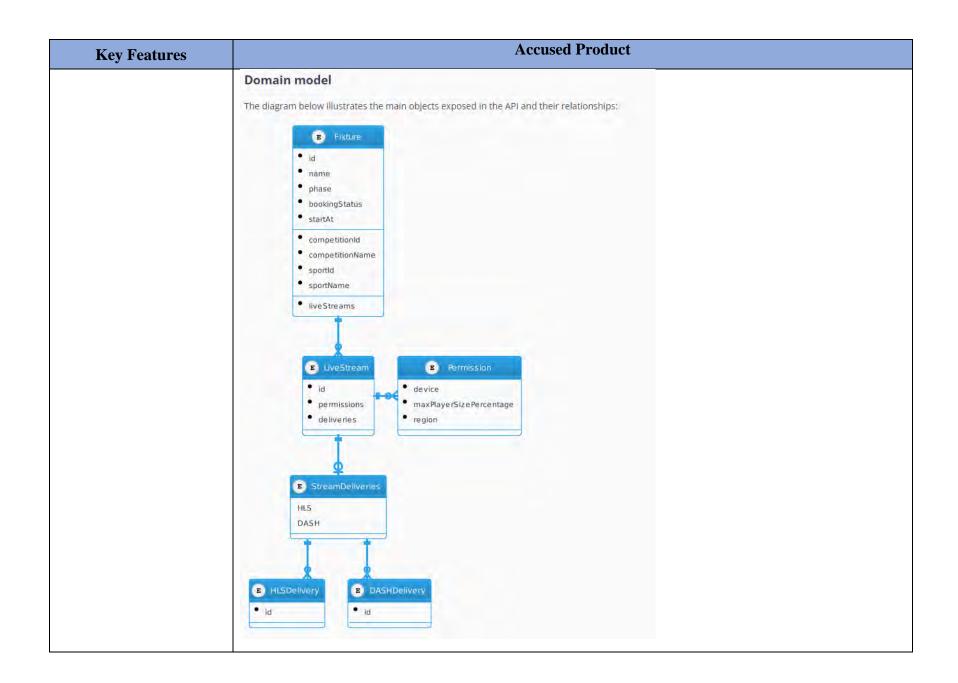
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	"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."
	(See, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	Genius Sports offers several data-related product offerings to provide sportsbooks various data streams (betting data, sports data). In one example, Genius Sports' platform uses Multibet, which allows end users (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered to sportsbooks for integration into their trading platform.
	As shown in the screenshots below, Genius Sports transmits the soccer game score, total goals over/under, total corners, first goal scorer, player cards, etc.



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

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

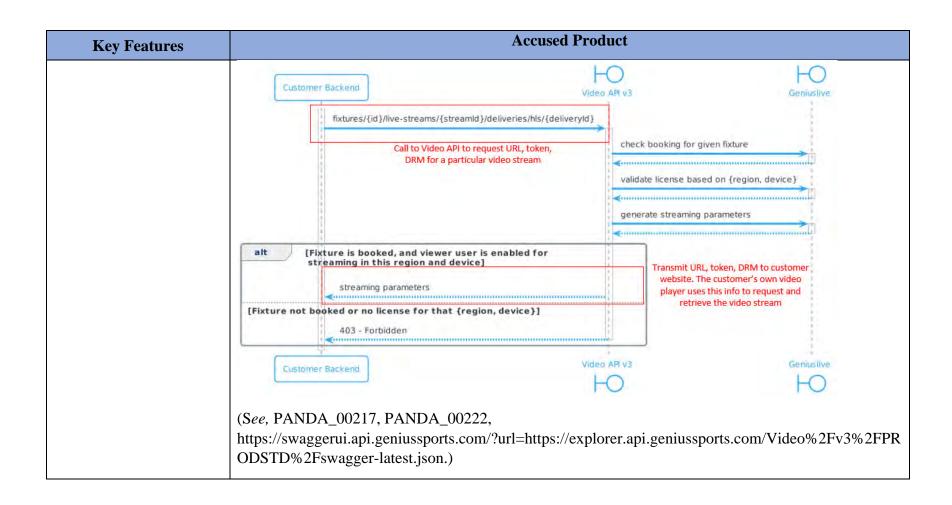
Key Features	Accused Product
[30.P] The system of claim 27, wherein the means for providing the first copy to the first viewer client device via a first video communication channel comprises:	See Claim 27, supra.
[30A] an HTTP live streaming (HLS) mother server to receive a first HLS file suite representing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

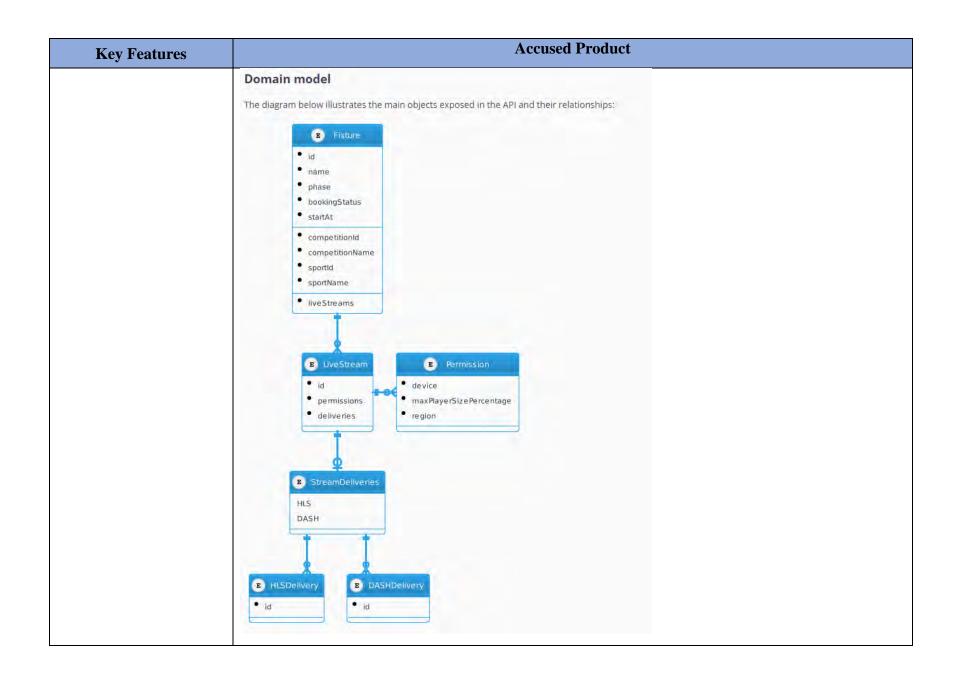


Key Features	Accused Product
	(See, PANDA_00217, PANDA_00222
	https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR
	ODSTD%2Fswagger-latest.json.)
	Live streams and deliveries
	A LiveStream represents one video feed for a given fixture. Tipically, a fixture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

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

Key Features	Accused Product
	(HLS CDN), to provide the first copy to the first viewer client device via the first video communicat channel through HLSStreamRequest and HLSStreamResponse.
	GL-Video-v3 [Base URL: apt. gentussports.com/Video-va/PRODSTD] https://explorer.api.gentussports.com/Mideo/v3/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)





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

Key Features	Accused Product
	(See, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR ODSTD%2Fswagger-latest.json.)
	HLSStreamResponse V (expiresAt string(\$date-time) The expiration date of this token, expressed in UTC. url* string
	The live stream playback URL. token string Token data to add to the user's session. drm DRM > {}
	(See, PANDA_00217, PANDA_00222 https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR ODSTD%2Fswagger-latest.json.)
	HLSStreamRequest v { endUserSessionId*
	The type of device making a request to play the content. It must be one of: {MOBILE, TABLET, DESKTOP, OTT}. region string The geographic region from where the end-user is attemping to receive the video stream. This value must correspond to one of the regions returned by the /regions endpoint.
	(See, PANDA_00217, PANDA_00222
	https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR ODSTD%2Fswagger-latest.json.)

Exhibit 2

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

I. INTRODUCTION

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

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

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

We work with partners worldwide

























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

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

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

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

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

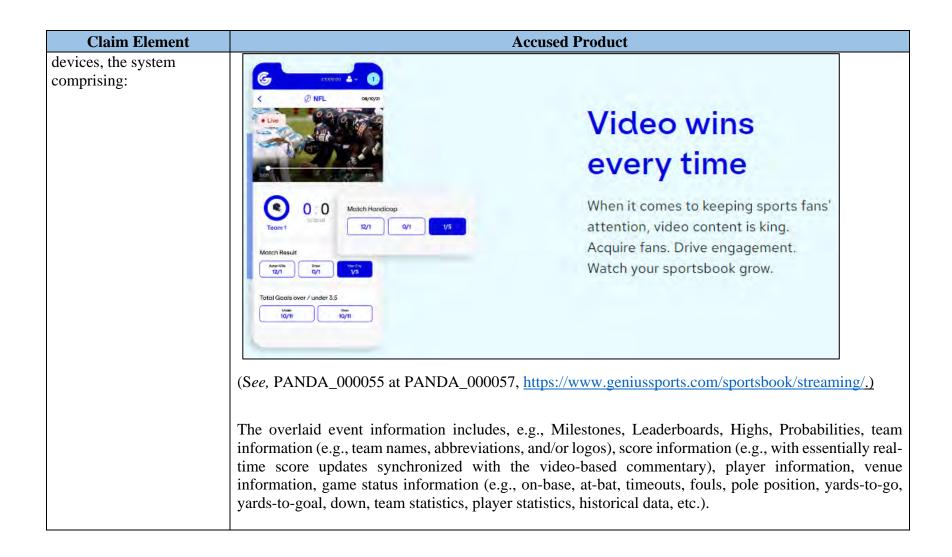
Plaintiff provides the following example claim charts based on currently available information, including through public sources. Plaintiff reserves the right to modify, amend, or supplement these claim charts should it become aware of additional information regarding the Accused Products and systems,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

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

II. <u>CLAIM CHARTS</u>

1. <u>Independent Claim 1</u>

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



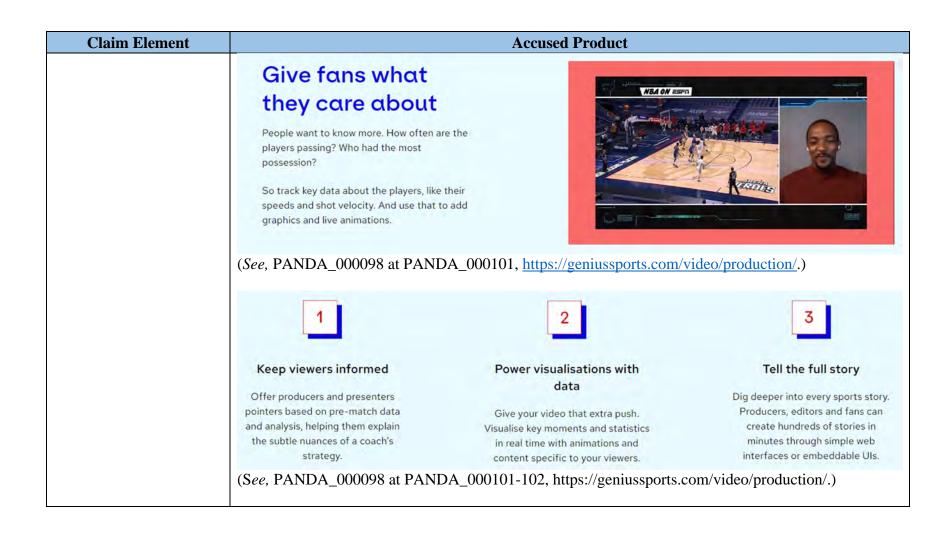
Claim Element Accused Product betgenius SC ESPINHO V SPORTING CP ❷ Volleyball ▼ (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video. As stated below, The Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting

services...":

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

Claim Element	Accused Product
	official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders:
	Change how the world sees sport Capture live footage, create engaging video and distribute it around the world. Whether you're a broadcaster, a streaming platform or rights holder, you can give your audience what they want. The game. Speak to our experts (See, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale,
	On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:

Claim Element			Accused 1	Product		
	We work with	partners world	dwide			
	⊚ CBS	<i>Turner</i>	BT SPORT	ESPN	NFL	Premier League
	AFA	BLEAGUE	FPF	LDF		FFDDIACNO OR ANDERDO DE PORTAG
	(See, PANDA_00	00069 at PANDA_	_000074-75, <u>https</u>	://geniussports.con	n/video/.)	
	We work with	the biggest me	edia players in	sport		
	⊚ CBS	ESPN	TUrner	BT SPORT	75N	FOX
	(See, PANDA_00	00021 at PANDA_	_000025, <u>https://g</u>	eniussports.com/pu	ublishers-broadca	usters/.)
	and second broad	caster's live strear	n of digital contented the sporting ev	vide a first and sec at including first an ent from a first and devices.	d second video-b	pased



Claim Element	Accused Proc	duct
	BT Sport augments broadcasts with tracking data (See, PANDA_000004, https://geniussports.com/custom-tracking-data/.)	Genius BT SPORT er-stories/bt-sport-augments-coverage-with-
	BALL SPEED 54 CODMAN OF THE PROPERTY OF THE PR	Personalisation and rich data are pivotal to the future of sports proadcasting. With fans wanting more control and greater levels of insight than ever perfore, BT Sport set out to launch a new Matchday Experience tool to the ransform its coverage of the English Premier League (EPL). The major UK broadcaster needed a solution that would be: Immersive and informative fan experiences Editorially relevant with insights that meet fans' demands to better understand games Ready for the rollout of 5G and suitable for Premier League fans of all ages USSPORTS.com/customer-stories/bt-sport-

Claim Element Accused Product Bring sports FULL COURT PRESS stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: · Split-second shot probabilities · Distance to three-pointers · Real-time player speeds Shot velocity · And much more (See, PANDA 000496, https://geniussports.com/publishers-broadcasters/.) CUSTOMER STORIES CBS and Genius Win Sports Emmy for RomoVision **CBS** Fans want more control and greater levels of insight than ever. Discover how we combined rich live tracking data with sophisticated graphics to visualise expert commentator, Tony Malland Towns on the Romo's, live analysis. Read now (See, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

Claim Element Accused Product Get set up in 30 mins If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the screen. You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) GeniusLive in action: · 1 camera system, fixed in-venue · Up to full HD video streaming · Unmanned system films the entire court · Installation within 30 minutes · Graphic overlay (scoreboard) · Additional handheld camera to take over video and audio · Integrated with real-time fan engagement tools

Claim Element Accused Product (See, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.) Broadcast the full picture Need that extra touch? GeniusLive+ gives you everything you need. Create streams that rival TV. Add graphic overlays and post-match highlights. Capture the entire pitch, with a 180° panoramic camera. And even throw in live commentary and extra cameras from around the venue. All automatically. (See, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) GeniusLive+ in action: · Live and on-demand video in full HD Fully-automated production for every game and training session at the venue · Full-pitch panoramic view through our unique camera head that captures 180° in high resolution · Automated on-screen graphics and postmatch highlights · Enhanced production with additional cameras located around the venue and live commentary

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

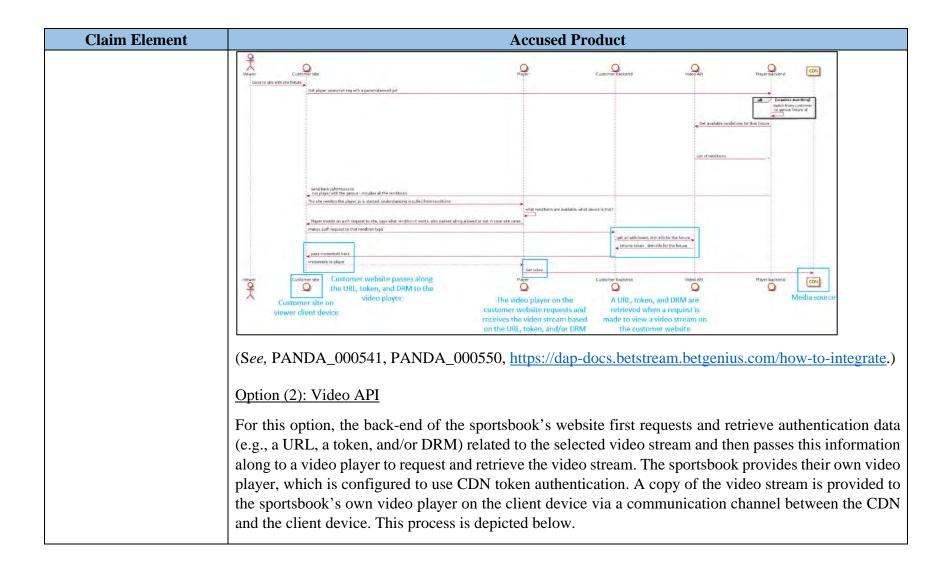
Claim Element Accused Product Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across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

Claim Element	Accused Product		
	launches-live-streaming-service-for-	stors.geniussports.com/news/news-details/2019/Betgenius-	
[1A.2] provide a first copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet	of copies to a first viewer client device of the first plurality of viewer client devices via a first Intercommunication channel between the plurality of media sources and the first viewer client device of the first plurality of viewer client devices."		
communication channel between the plurality of		combine live sports data and live sports video.	

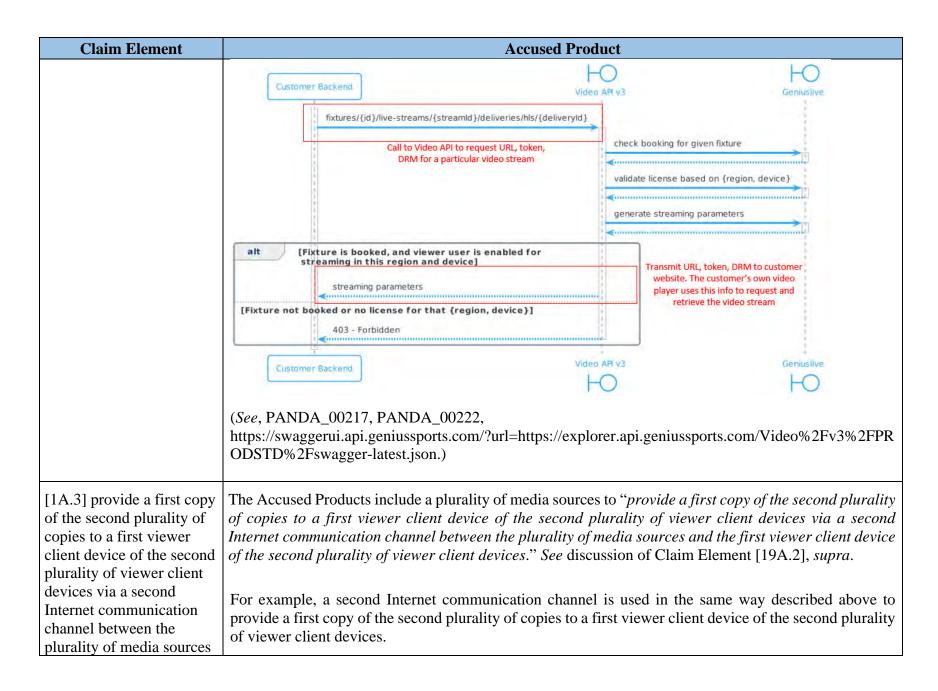
Claim Element Accused Product media sources and the first viewer client device of the first plurality of SC ESPINHO V SPORTING CP viewer client devices; and Ø Volleyball ▼ -2.5 6/5 (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...":

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

Claim Element	Accused Product		
	from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.		
	Insert a script tag defining the desired fixture and the bookmaker source: 1		
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter 1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of		
	How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the		
	stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. Our API should never be called from the browser directly.		
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.		



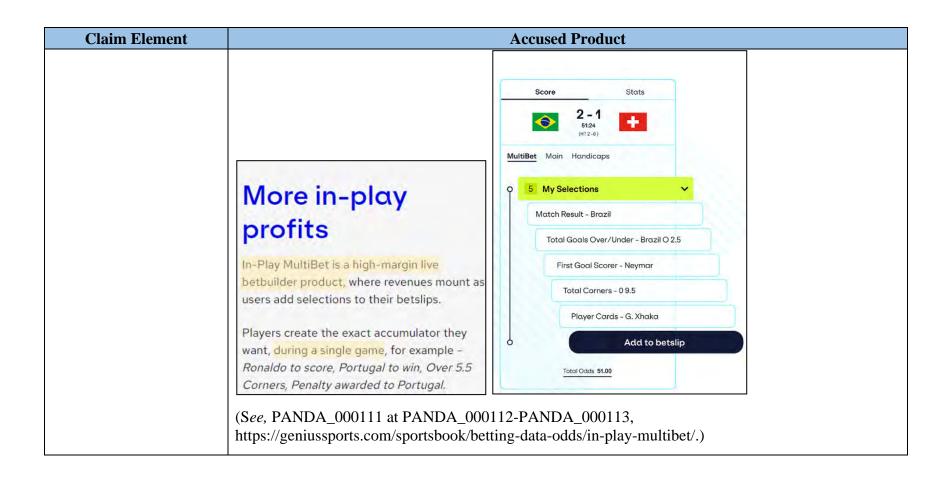
Claim Element	Accused Product
	GL-Video-v3
	[Base URL: apt.geniussports.com/Yideo-vii/PRODSTD]
	https://explorer.api,geniussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	 Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



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

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

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



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

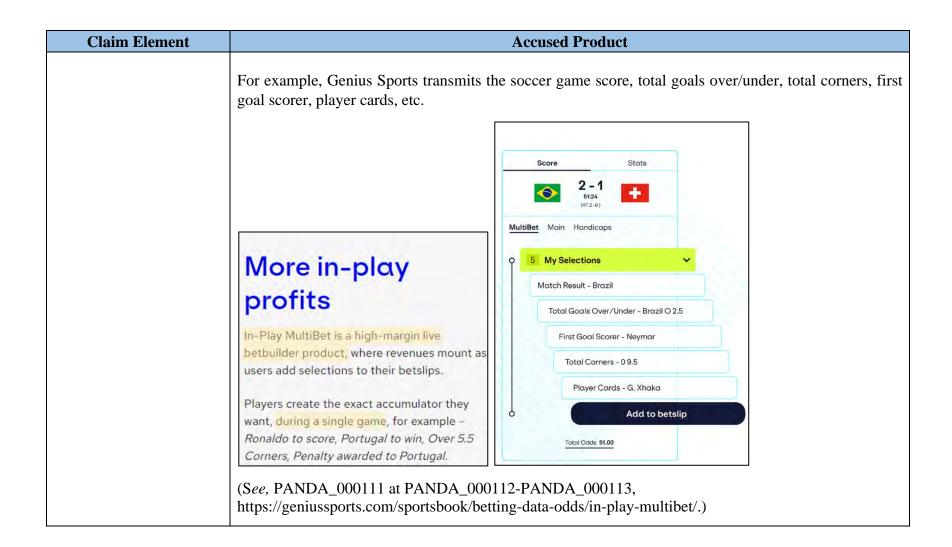
Claim Element Accused Product Get set up in 30 mins If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the screen. You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) GeniusLive in action: · 1 camera system, fixed in-venue · Up to full HD video streaming · Unmanned system films the entire court · Installation within 30 minutes · Graphic overlay (scoreboard) · Additional handheld camera to take over video and audio · Integrated with real-time fan engagement tools

Claim Element Accused Product (See, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.) Broadcast the full picture Need that extra touch? GeniusLive+ gives you everything you need. Create streams that rival TV. Add graphic overlays and post-match highlights. Capture the entire pitch, with a 180° panoramic camera. And even throw in live commentary and extra cameras from around the venue. All automatically. (See, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) GeniusLive+ in action: · Live and on-demand video in full HD Fully-automated production for every game and training session at the venue · Full-pitch panoramic view through our unique camera head that captures 180° in high resolution · Automated on-screen graphics and postmatch highlights · Enhanced production with additional cameras located around the venue and live commentary

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

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

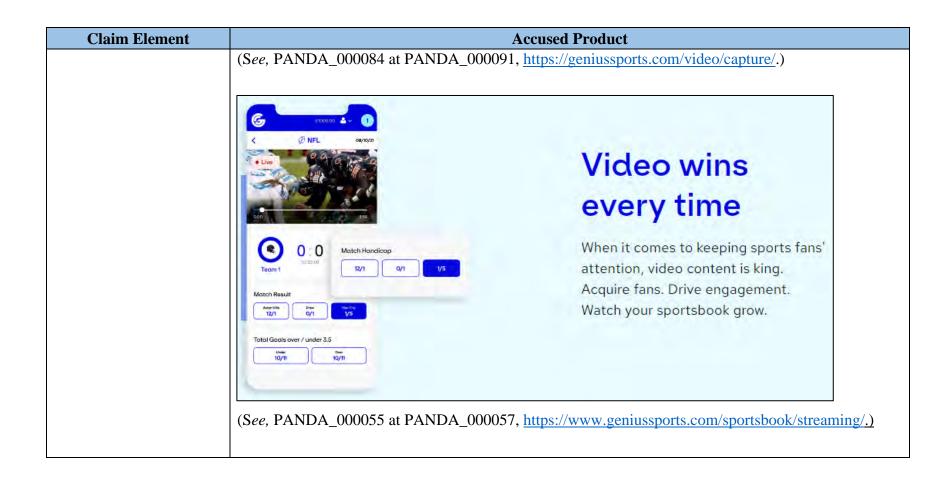




Claim Element	Accused Product	
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

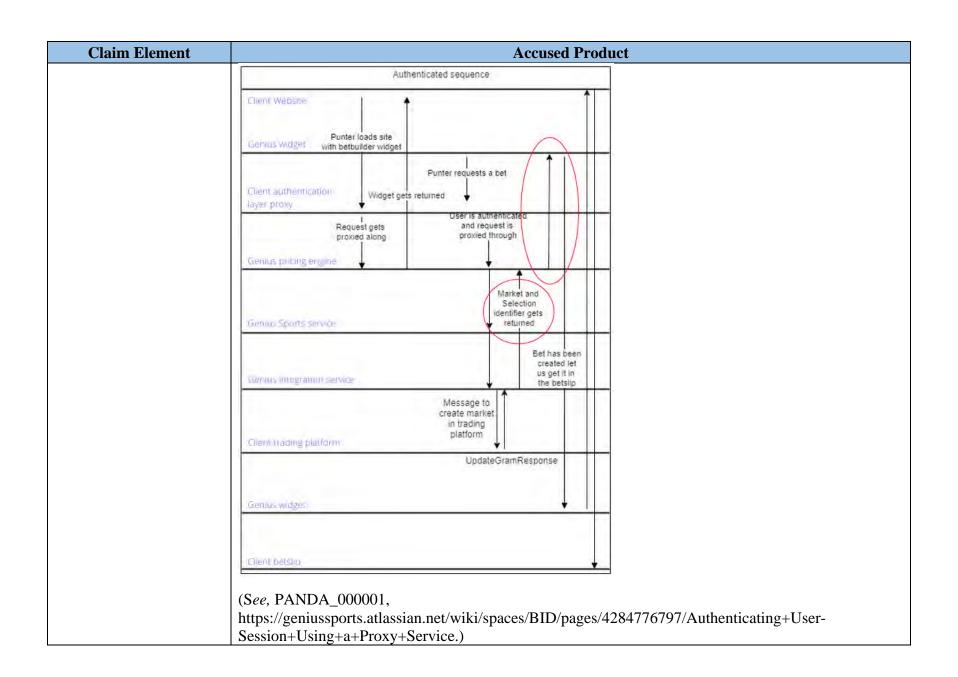
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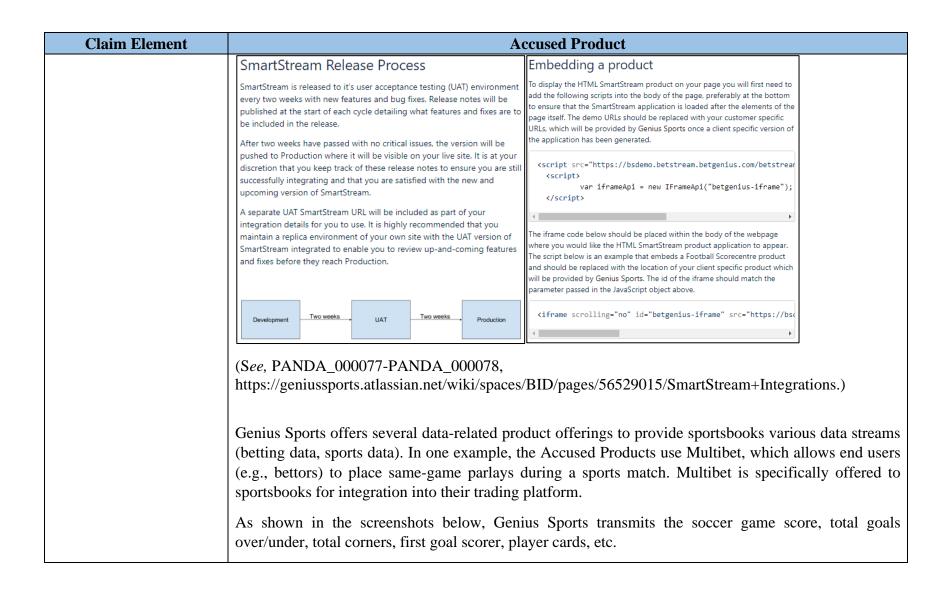


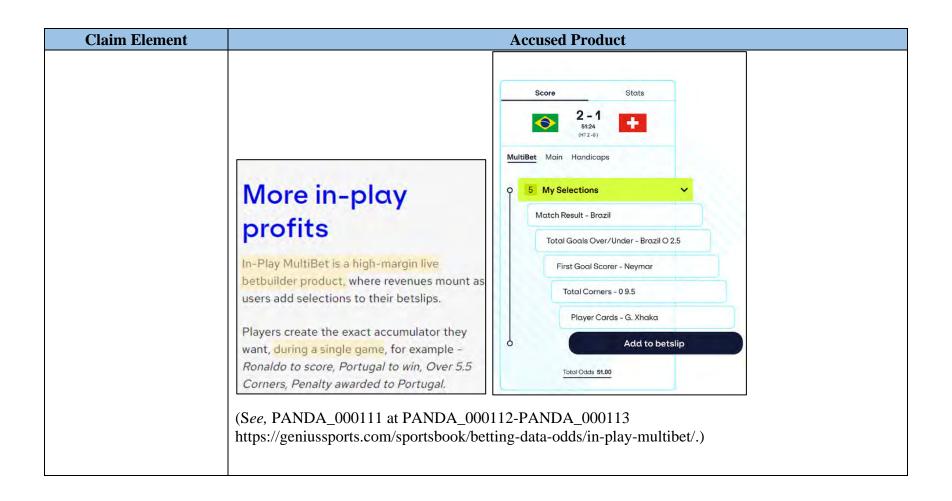
Claim Element	Accused Product	
	Best data, best results LiveStats gathers every shot, goal, dunk, spike and more across multiple sports. Use that data to create content for your fans, insights for your coaches, video highlights for your broadcast and more. (See, PANDA_000500 at PANDA_000502, https://geniussports.com/sportstech/data/livestats/.)	
[1C.2] transmit the first score information to at least the first viewer client device of the first plurality of viewer client devices via a first event	The Accused Products include at least one socket server to "transmit the first score information to at least the first viewer client device of the first plurality of viewer client devices via a first event information Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices, wherein the at least one first event socket corresponds to the first event information germane to the first live sporting event."	
information Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of	sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget at the widget can thereafter retrieve the data needed to populate the end user's betslip. This data include for example, the bet generated by the sportsbook's trading platform, which is transmitted by Geni Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated	

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



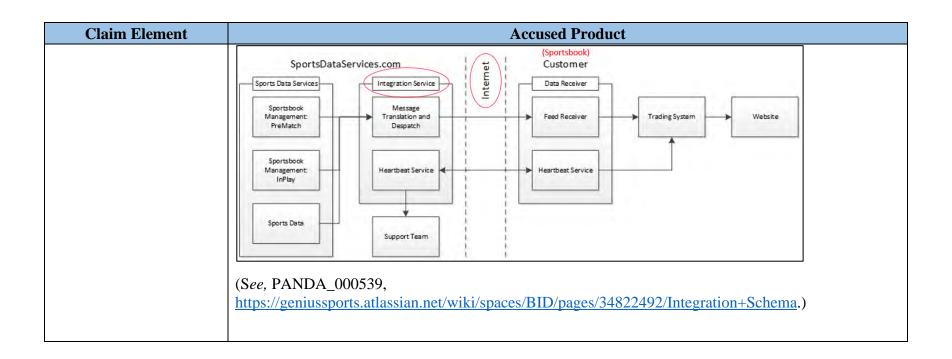
Claim Element	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.
	Multibet Widget Integration
	Our customers should embed the Multibet Widget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

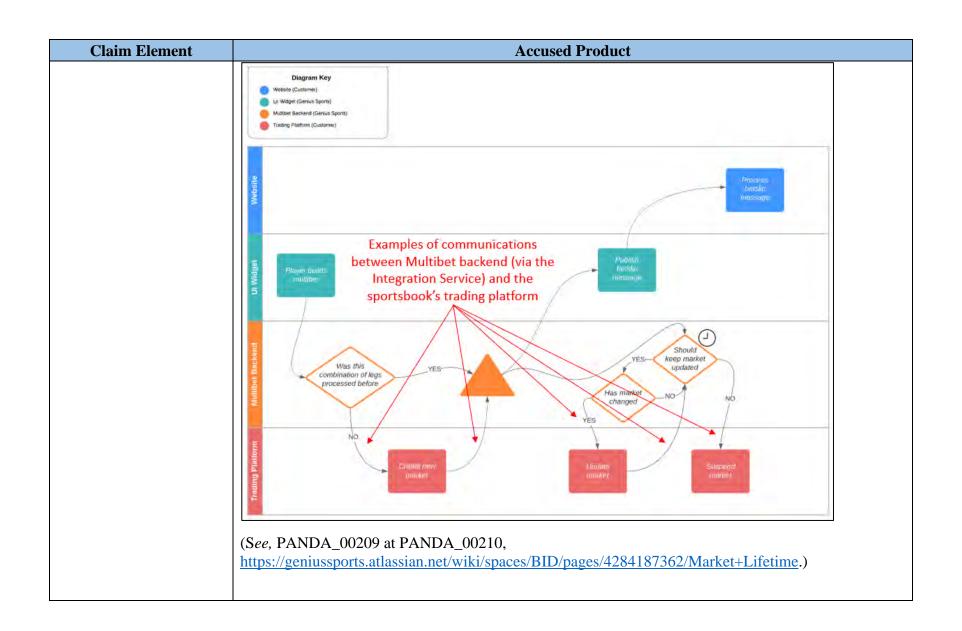




Claim Element	Accused Product	
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	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official Genius events	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betting and media, has launched <i>In-Play MultiBet</i> , providing sportsbooks with a powerful new tool to engage players and grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season.	
	Same-game parlay bets, which enable bettors to wager on multiple events occurring within the same game, have become an essential part of every major sportsbook's offering, giving customer's greater control over their bets and enhanced margins for the operators themselves.	
	Now, through <i>In-Play MultiBet</i> , these bespoke bets can be placed once the game has begun, enabling players to place bets after every goal, touchdown and during intervals.	
	Launched in time to give sportsbooks a new dimension at the FIFA World Cup, <i>In-Play MultiBet</i> is powered by the highest quality Al-powered live odds, tried and tested on Genius Sports' leading LiveTrading service.	
	InPlay MultiBet will also be available across the NFL, English Premier League, Liga MX, and dozens of FIBA basketball and FIVB volleyball leagues worldwide.	
	"Combining same game parlays with the unstoppable growth of in-play betting is a breakthrough innovation for us and our partners," said Jack Davison, Chief Commercial Officer of Genius Sports. "Starting with the biggest sports event of the year, the FIFA World Cup, InPlay MultiBet will enable our partners to unlock bigger margins and drive engagement between key match events and breaks."	
	(See, PANDA_000179-PANDA_000180, https://www.geniussplaunches-in-play-multibet-for-the-next-generation-of-same-gam	
	Genius Sports offers several options to sportsbooks to integrate one example, Genius Sports provides a Multibet API, Sportsbo facilitate both front-end and back-end integration.	C 1

Claim Element Accused Product During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet. Bookmaker **Genius Sports** Website Reverse Proxy Multibet Backend Genius Market Sports **UI** Widget Fixtures Markets Trading Platform Integration Service Prices Results *Arrows indicate in which direction data is flowing (See, PANDA 00212 at PANDA 00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)





2. <u>Dependent Claim 2</u>

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

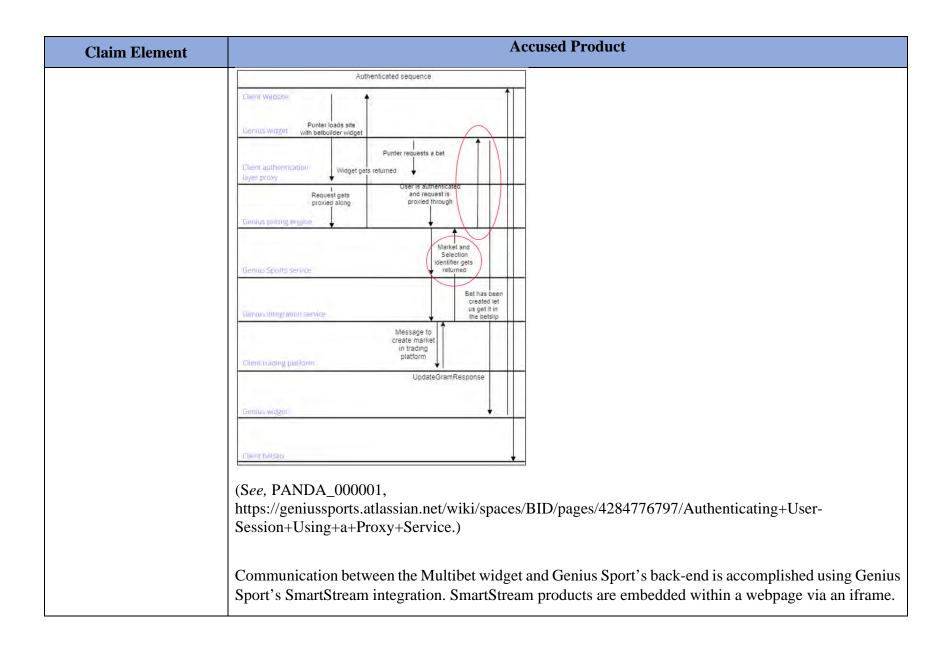


Accused Product Claim Element To help create more opportunities for its clients, data and technology specialists **Genius Sports** announced in September the acquisition of Oppia Performance, a Belgium-based streaming service that will enhance the digital offering provided to many of the company's partner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

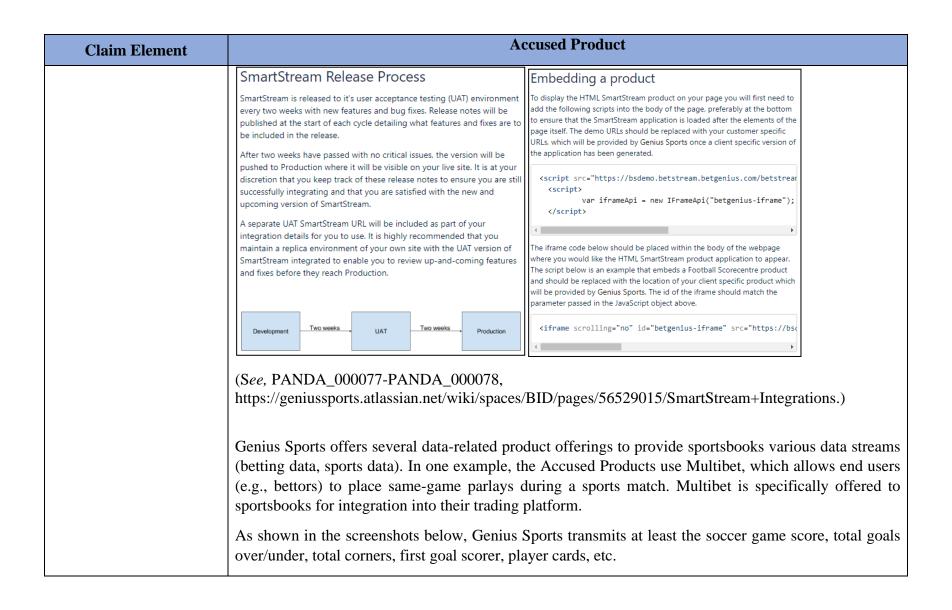
Claim Element	Accused Product
	The key, he says, is the makeup of GeniusLive's automated system, which, through unique Al capabilities, presents partner leagues and federations at all levels with a "cost-effective streaming solution" and mobile technology that can be rolled out across multiple indoor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

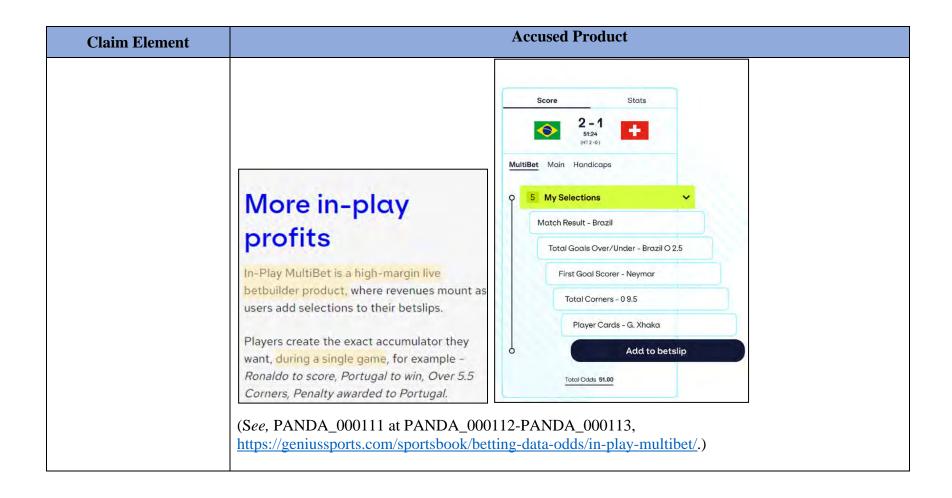
Claim Element	Accused Product
claim Element information for the first live sporting event to at least the first viewer client device of the second plurality of viewer client devices via a second event information Internet communication channel between the at least one first event socket of the at least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

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

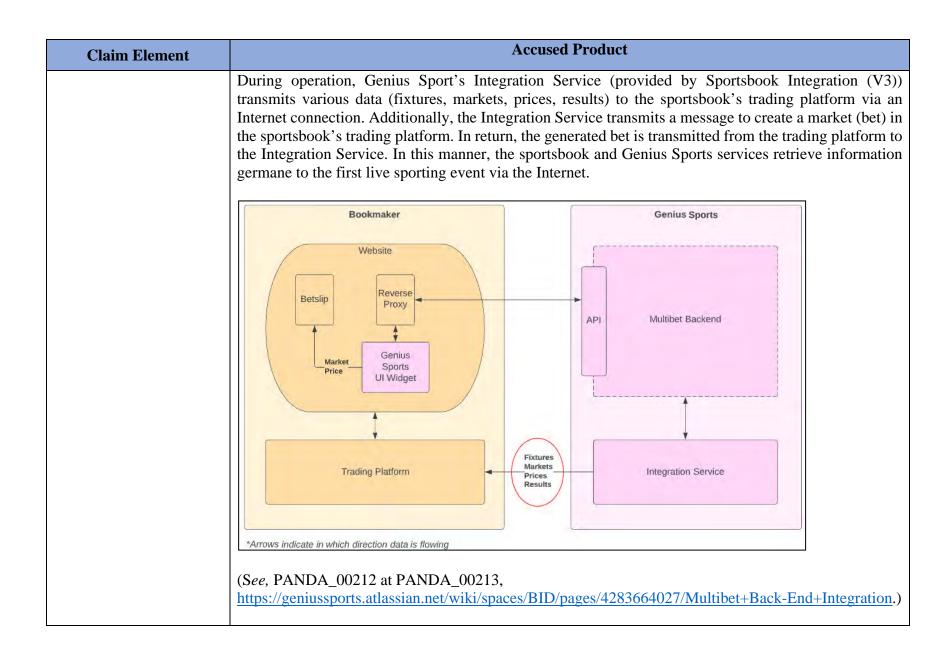


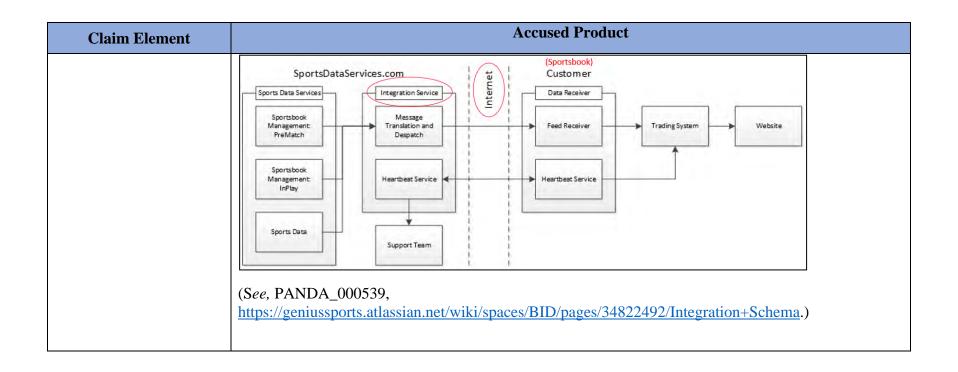
Claim Element	Accused Product
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection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

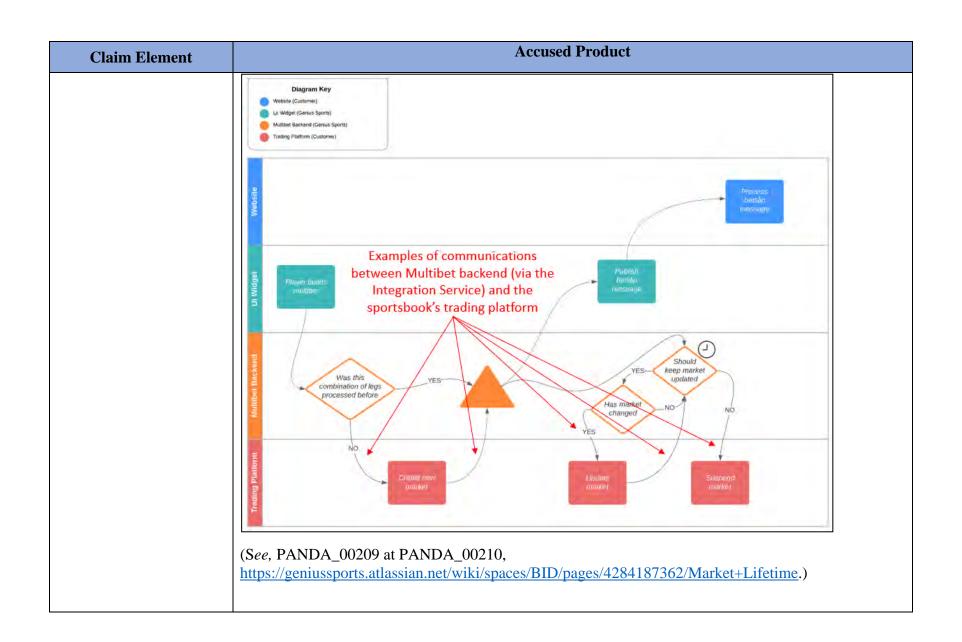




Claim Element	Accused Product	
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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



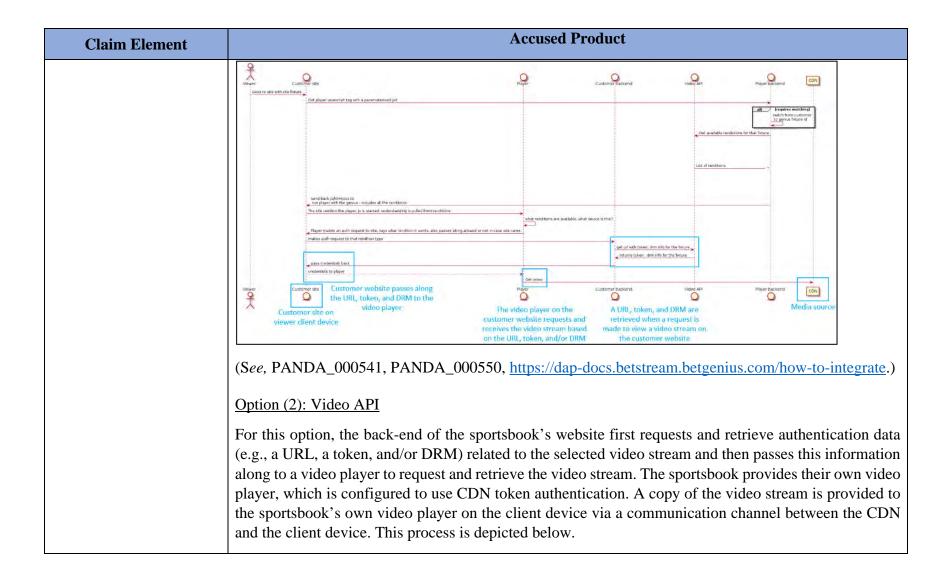




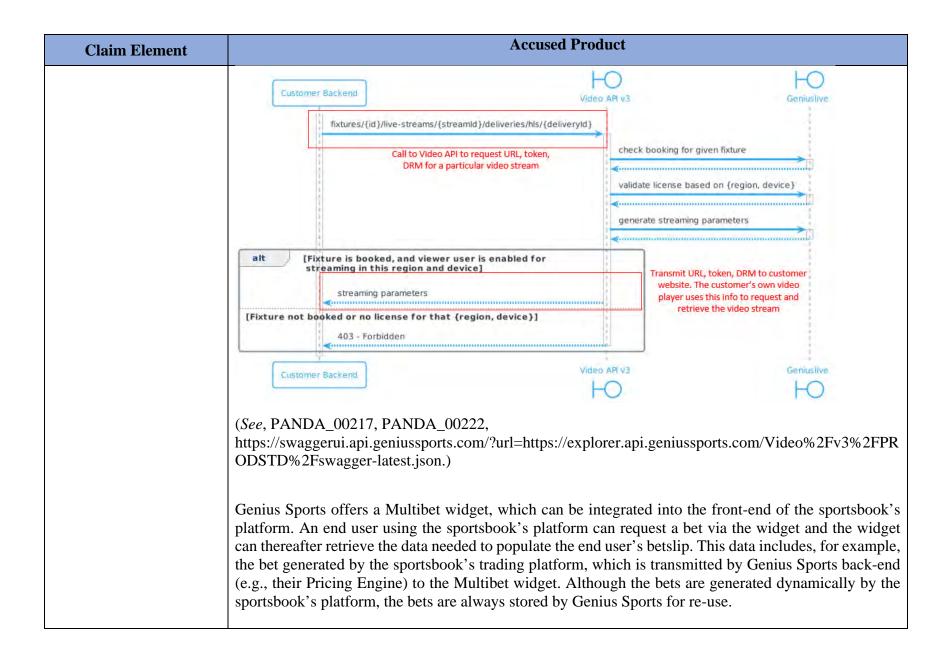
3. <u>Dependent Claim 3</u>

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

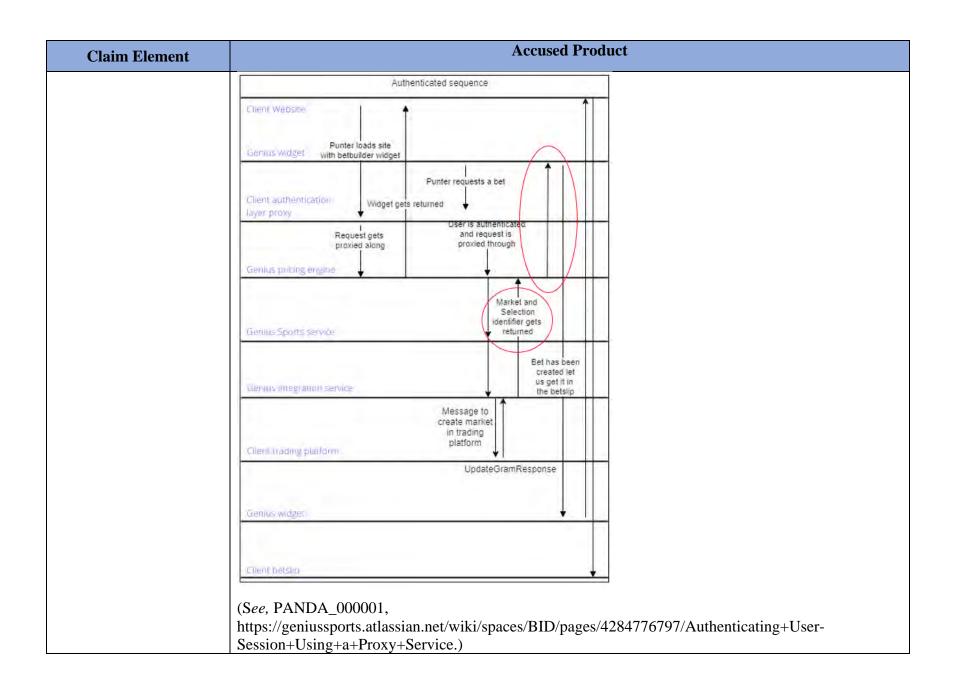
Claim Element	Accused Product
	video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



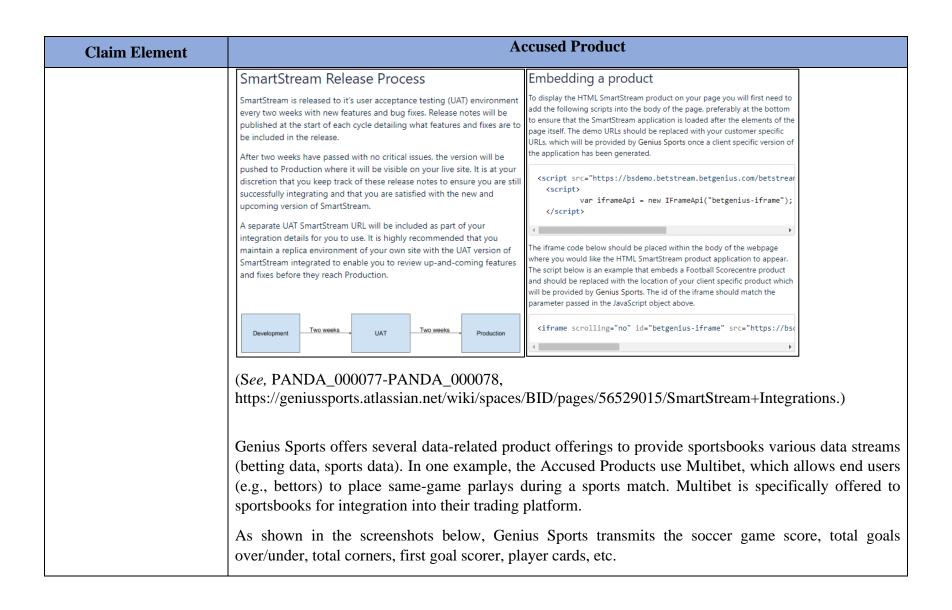
Claim Element	Accused Product
	GL-Video-v3 ^{coo}
	[Base URL: api_geniussports.com/Video_v3/PRODSTD_1 https://explorer.api_geniussports.com/Video/v3/PRODSTD/owagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).

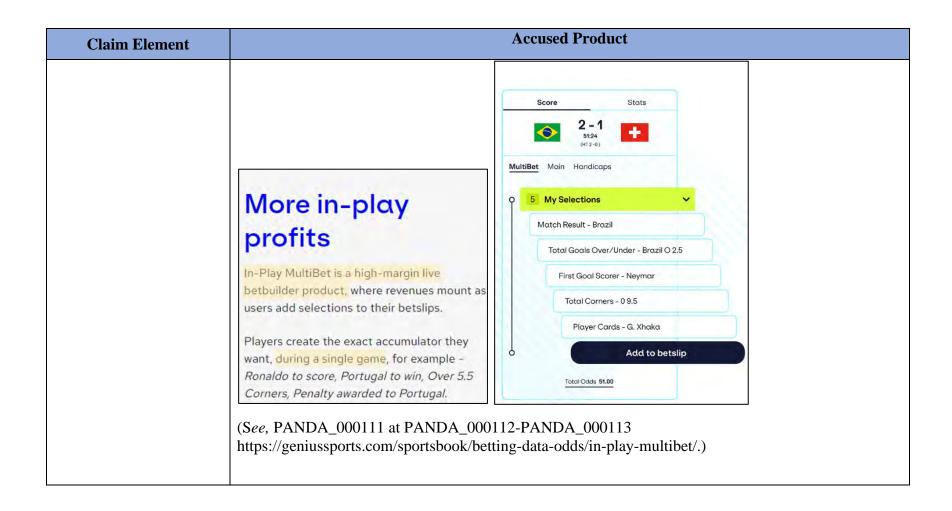


Claim Element	Accused Product
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer)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



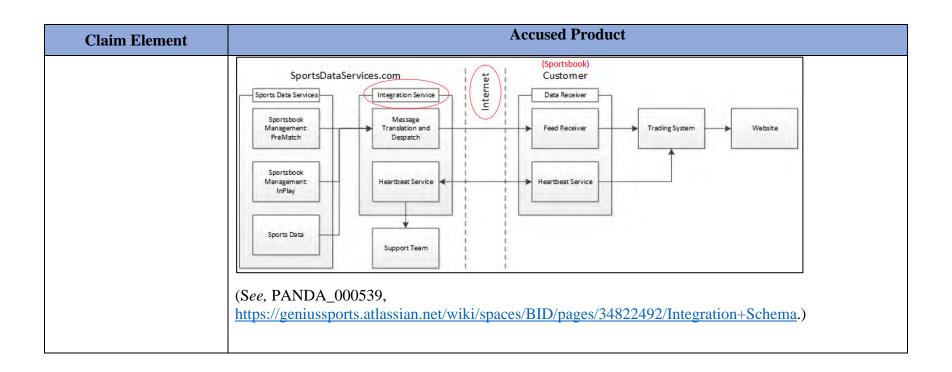
Claim Element	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.
	Multibet Widget Integration Our customers should embed the Multibet Widget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

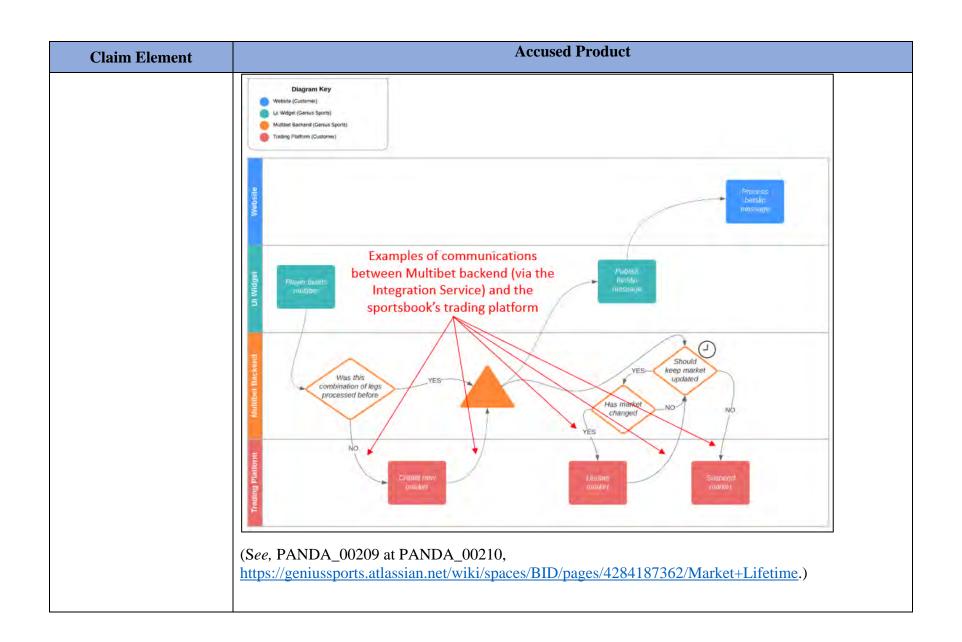




Claim Element	Accused Product
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

Claim Element	Accused Product
	During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (Variansmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via Internet connection. Additionally, the Integration Service transmits a message to create a market (bet the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet.
	Bookmaker Genius Sports
	Website Reverse Proxy API Multibet Backend Genius Sports UI Widget Trading Platform Fixtures Markets Prices Results Integration Service





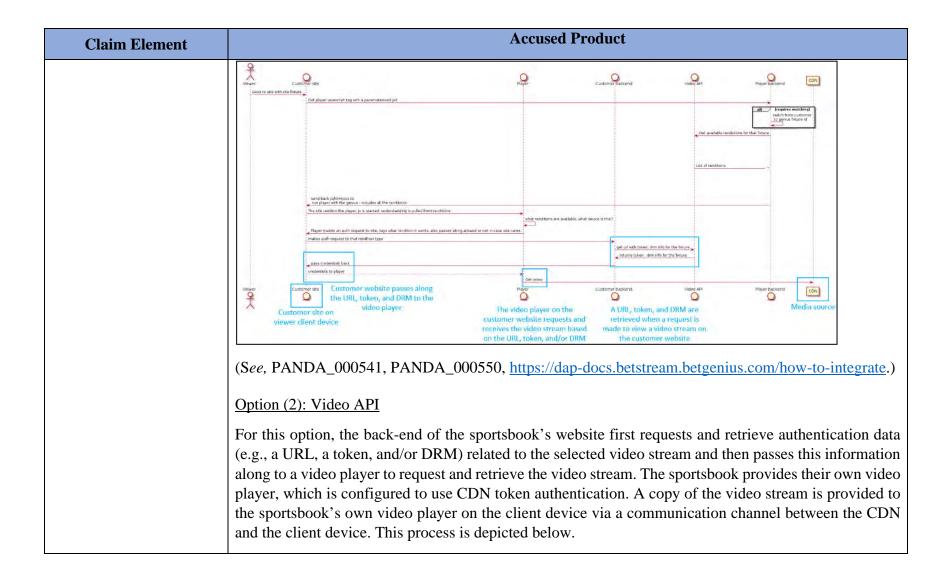
4. <u>Dependent Claim 4</u>

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

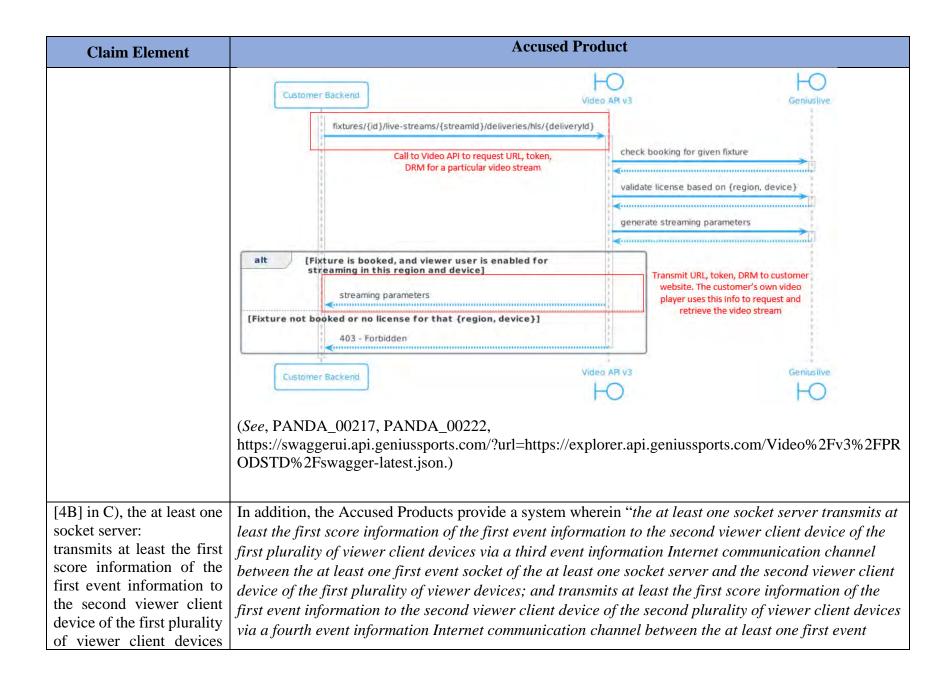
Claim Element	Accused Product
	Detgenius SC ESPINHO V SPORTING CP IN-PLAY FEATURED UP NEXT O MARCH Result Sc Espanion (C) 4 Volleygoal O Tatal Points Overstunder Lindow 160.3 Down 161.3 Down 161
	(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	As stated below, the Accused Products pair "video, captured direct from pitch or courtside with official data and live betting services":

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

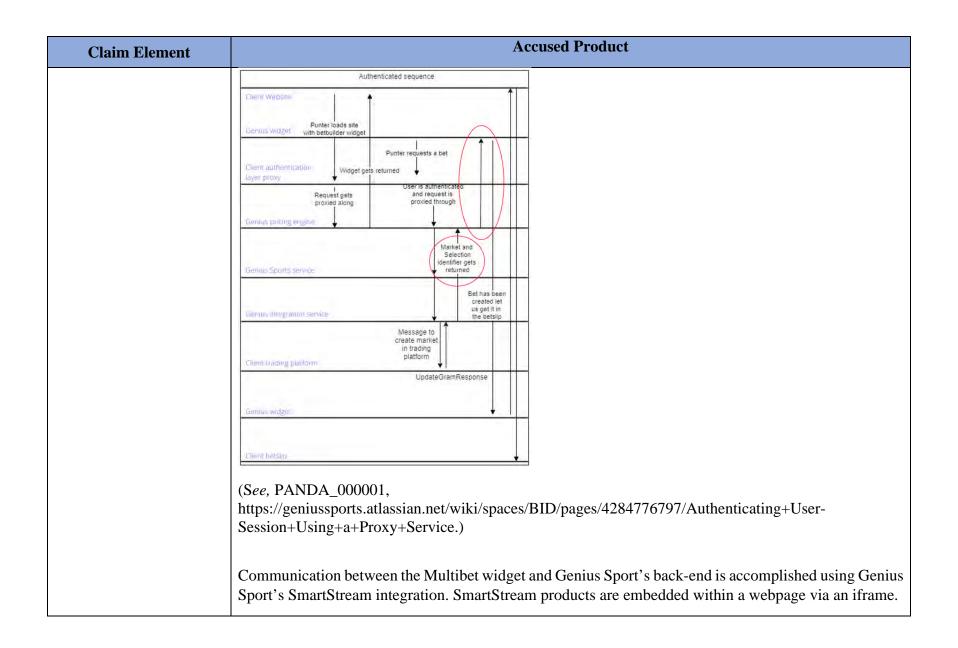
Claim Element	Accused Product
	information, the authentication data is passed along to the video player, which in turn transmits a reques from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



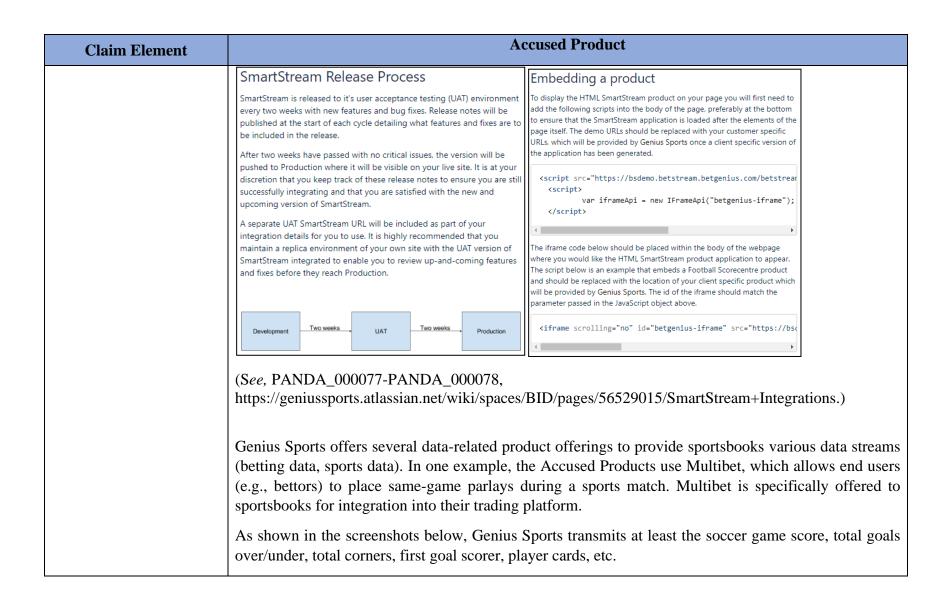
Claim Element	Accused Product
	GL-Video-v3 ^{coo}
	[Base URL: api_geniussports.com/Video_v3/PRODSTD_1 https://explorer.api_geniussports.com/Video/v3/PRODSTD/owagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).

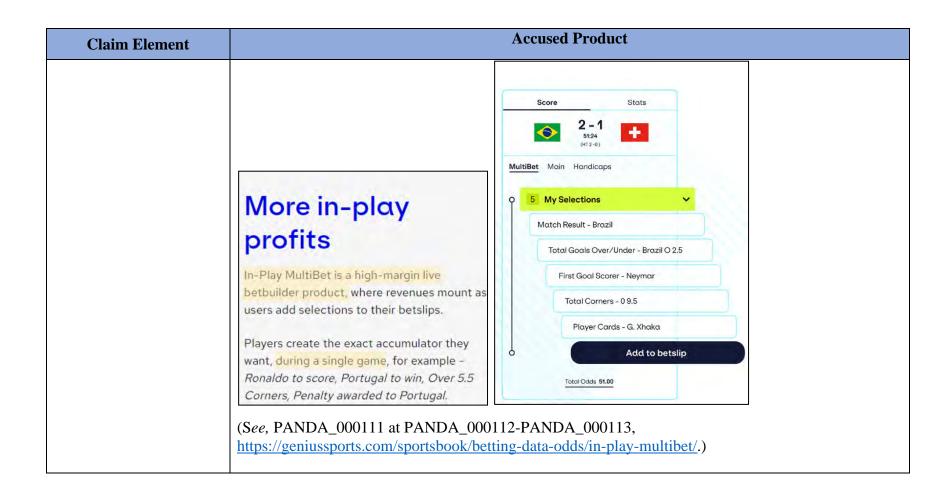


Claim Element	Accused Product	
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer)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

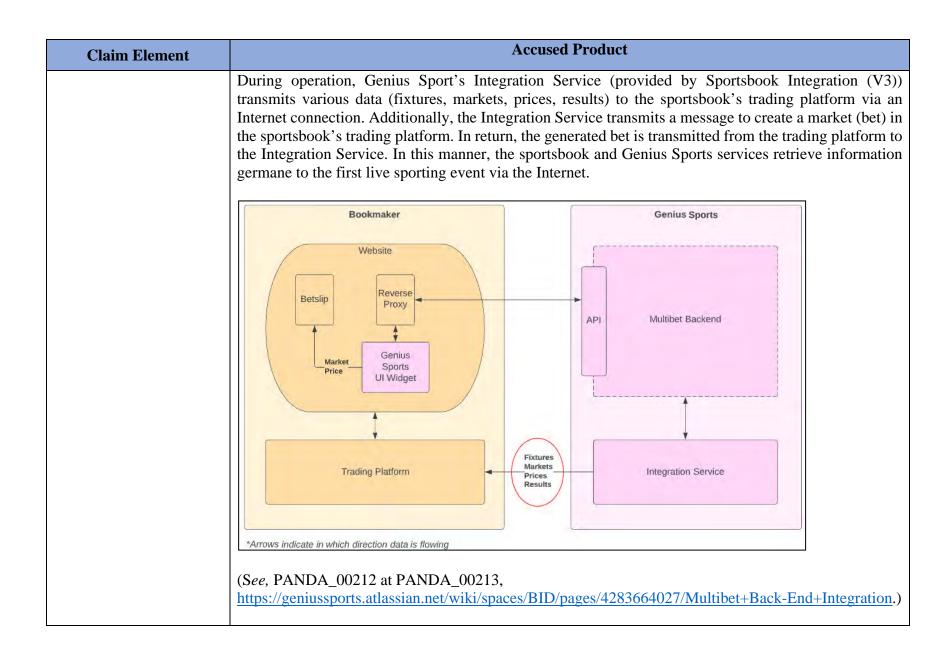


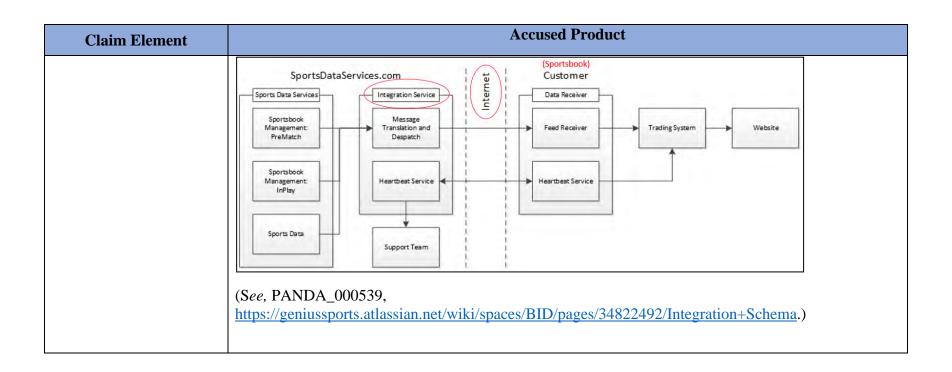
Claim Element	Accused Product
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection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

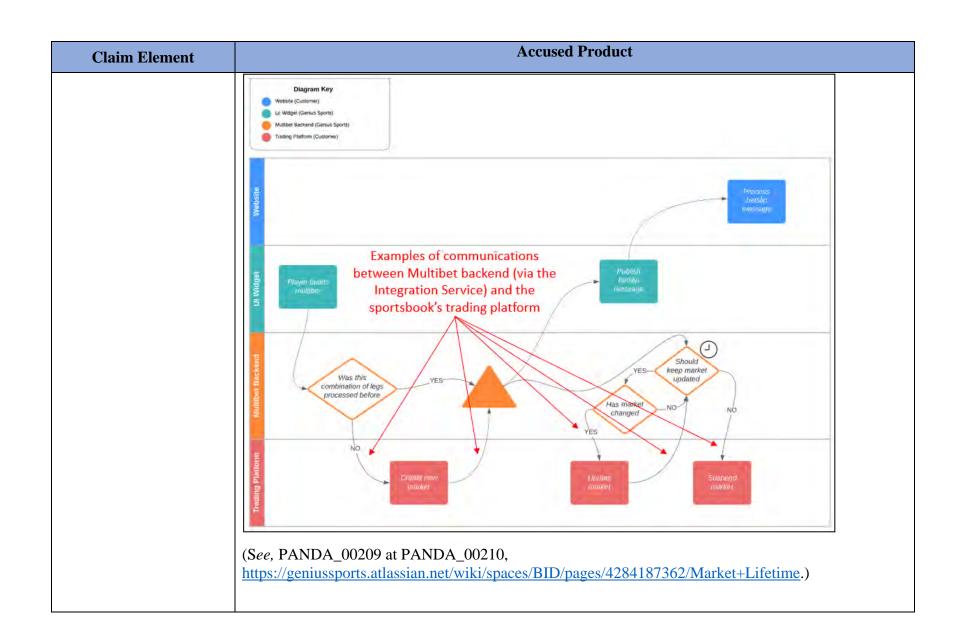




Claim Element	Accused Product		
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals		
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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







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

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

Claim Element

transmits and receives second chat information regarding the second live sporting event videobased commentary included in the second broadcaster's live stream of digital content via at least one second chat/system event Internet communication channel between at least one second chat/system event socket of the at least one socket server and the first viewer client device of the second plurality of viewer client devices, wherein the at least one second chat/system event socket corresponds to the second information chat regarding the second live sporting event videobased commentary.

Accused Product



Bring sports stories to life

Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- · Distance to three-pointers
- · Real-time player speeds
- · Shot velocity
- And much more

Unlock new revenues

Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball.

Sponsors can apply their brand to full live games, delayed games or even social media clips.

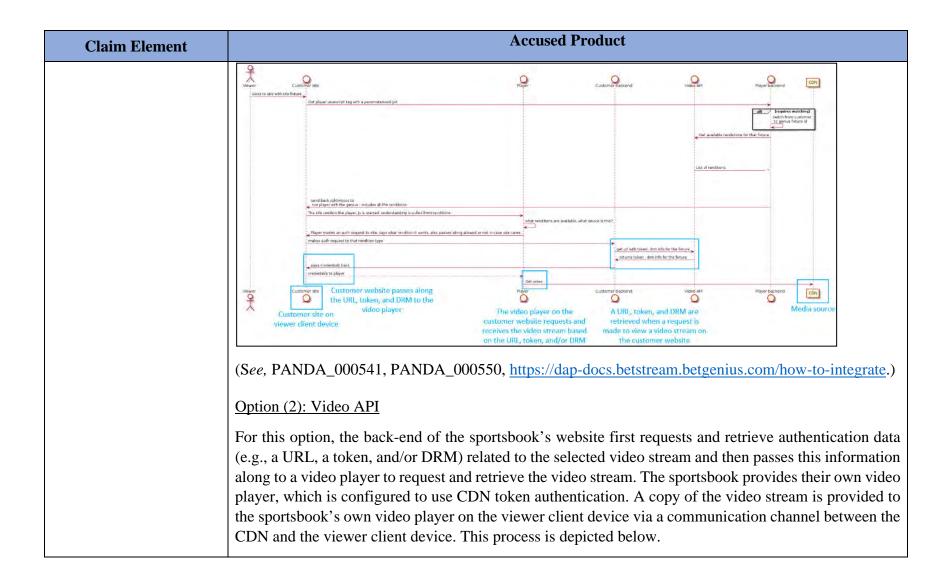


(See https://geniussports.com/publishers-broadcasters/)

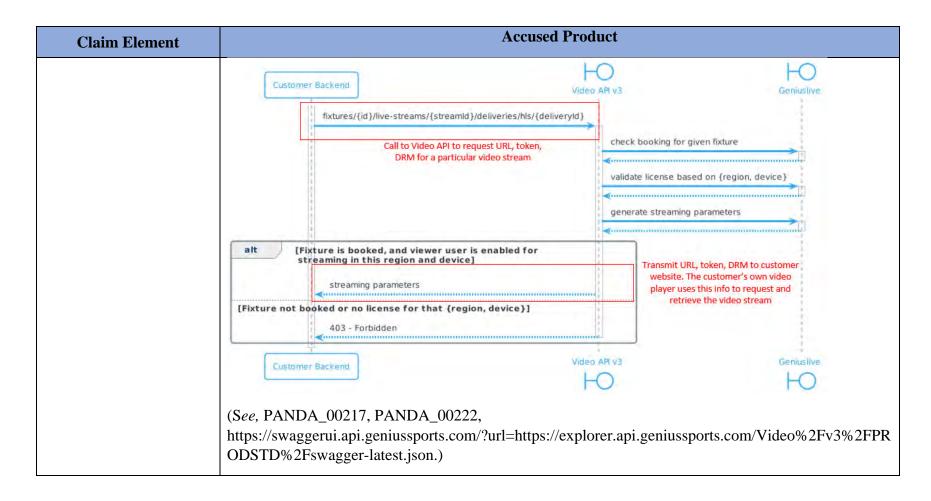
The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...":

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

Claim Element	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source: 1
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter 1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Claim Element	Accused Product
	GL-Video-v3 ^{®®}
	[Base URL; ap1.geniussports.com/Video-vil/PRODSTD] https://explorer.api.geniussports.com/Video/vil/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



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

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

Claim Element

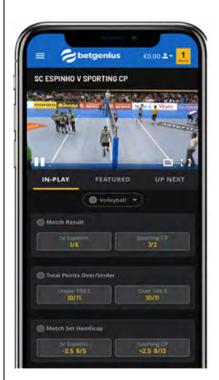
provide a second copy of the first plurality of copies to a second viewer client device of the first plurality of viewer client devices via a third video Internet communication channel between the plurality of media sources and the second viewer client device of the first plurality of viewer client devices; and

provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and

Accused Product

viewer client device of the first plurality of viewer client devices; and provide a second copy of the second plurality of copies to a second viewer client device of the second plurality of viewer client devices via a fourth video Internet communication channel between the plurality of media sources and the second viewer client device of the second plurality of viewer client devices."

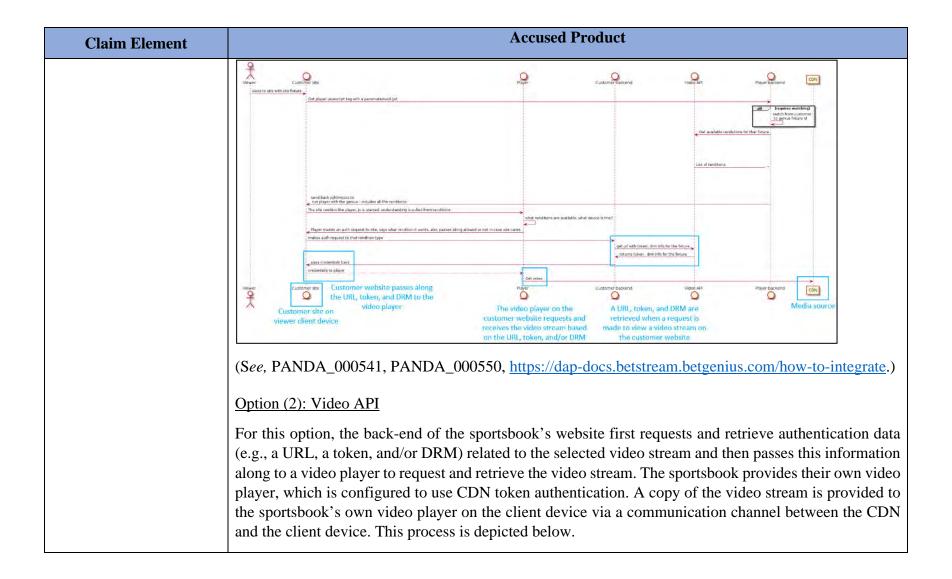
For example, the Accused Products combine live sports data and live sports video.



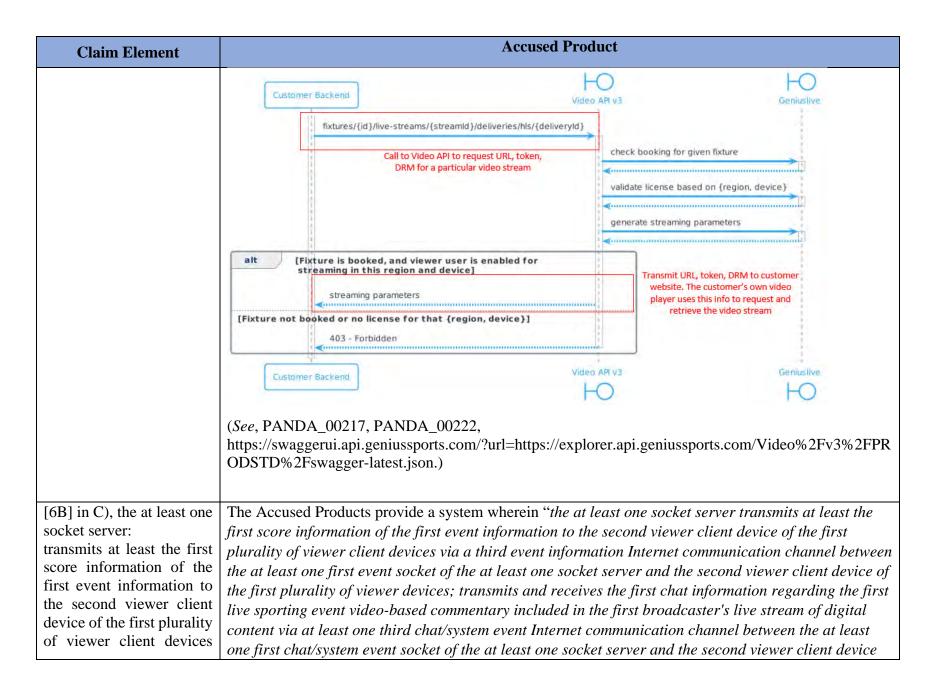
(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)

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

Claim Element	Accused Product
	back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a reque from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source: 1
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Claim Element	Accused Product
	GL-Video-v3 (III)
	[Base URL: apt.genfussports.com/Video va/PRODSTD] https://explorer.api.genfussports.com/Video/va/PRODSTD/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



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

Claim Element plurality of viewer client

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

Accused Product



Bring sports stories to life

Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- Split-second shot probabilities
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- Shot velocity
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Unlock new revenues

Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball.

Sponsors can apply their brand to full live games, delayed games or even social media clips.

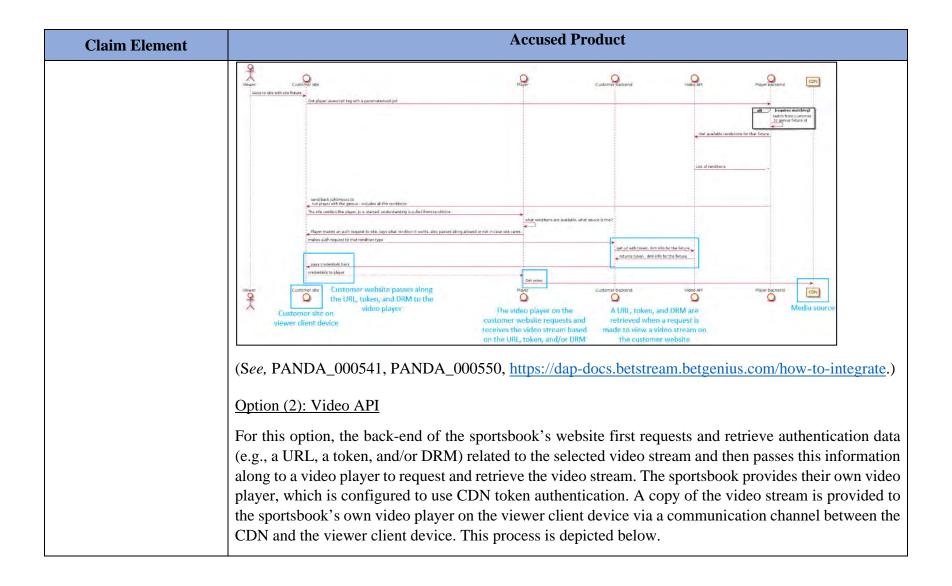


(See https://geniussports.com/publishers-broadcasters/)

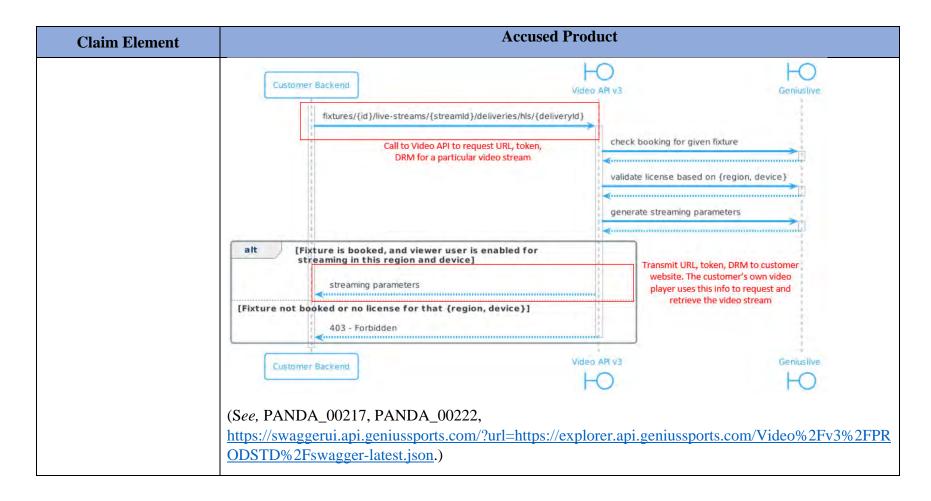
The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...":

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

Claim Element	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a reque from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source: 1
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Claim Element	Accused Product
	GL-Video-v3 (IIII)
	[Base URL: api.geniussports.com/Yideo-vii/PRODSID] https://explorer.api.geniussports.com/Video/vii/PRODSID/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

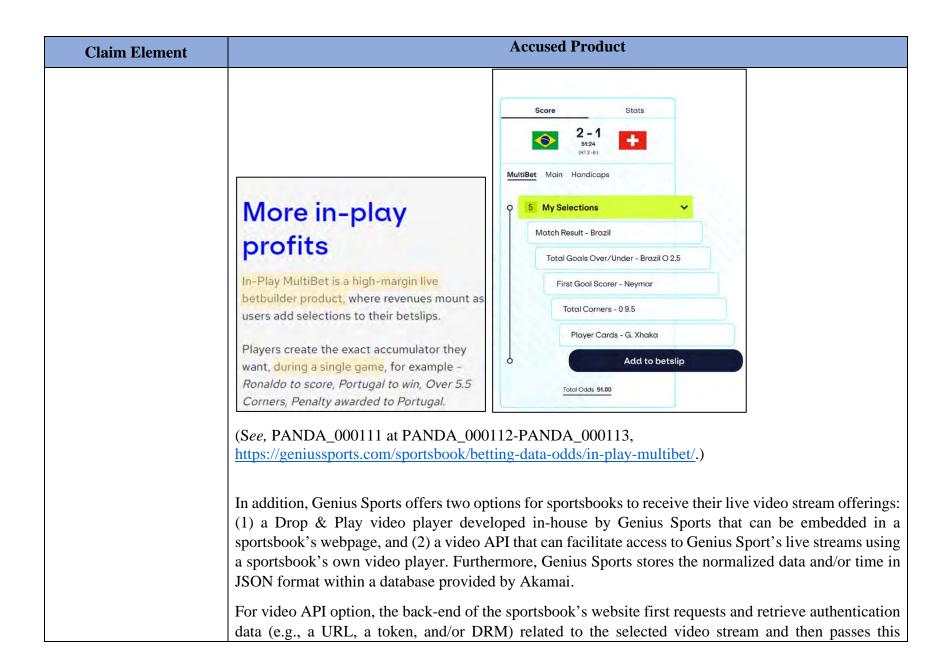


7. <u>Dependent Claim 7</u>

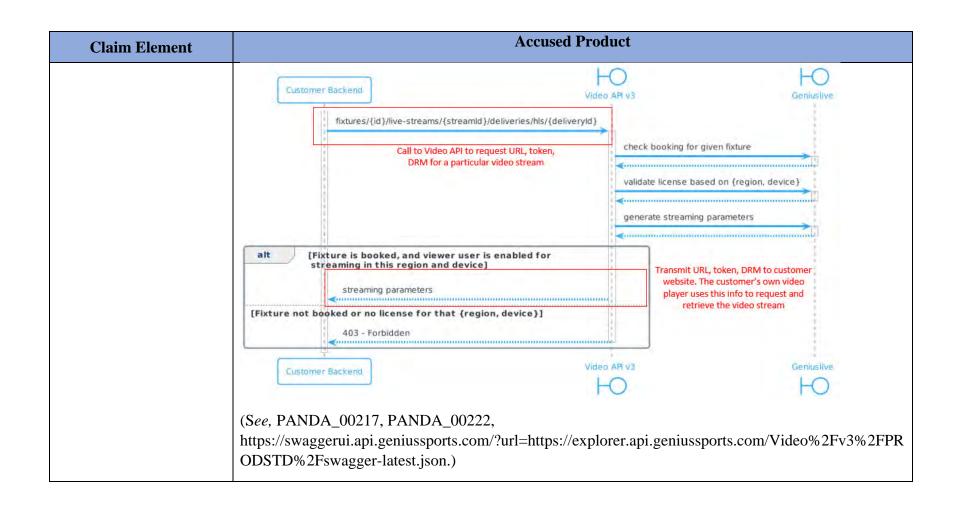
Claim Element	Accused Product
[7] The system of claim 1,	The Accused Products provides the system of claim 1. See Claim 1, supra. See [1P]-[1C.2], supra. In
further comprising a	addition, the Accused Products provide a system that includes "a memory system communicatively
memory system	coupled to the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

Claim Element	Accused Product	
to the control server, the	retrieves from the event information provider first event data for the first live sporting event, the first	
memory system including	event data including at least one of: the type of the first live sporting event; an event identifier (EventID)	
a database,	for the first live sporting event; a status of the first live sporting event; progress details for the first live	
wherein in B) the control server: retrieves from the event	sporting event; a date and/or time of the first live sporting event; and event participant data regarding participants in the first live sporting event; normalizes at least the date and/or time of the first live	
information provider first event data for the first live	sporting event to a reference standard time to provide a normalized date and/or time; and stores the first event data and the normalized date and/or time in the database."	
sporting event, the first		
event data including at		
least one of:	For example, the Accused Products provide fixture information, such as "Sport, Start (local time of user),	
the type of the first live	Competition, Fixture, FixtureId, Coverage, Lineups, and Assigned", as well as "Statistics."	
sporting event;	Schedule	
an event identifier	This is where you select the booked fixtures for viewing.	
(EventID) for the first live	For each fixture, you will see the following information:	
sporting event;	Sport - the sport of the fixture	
a status of the first live	 Start (local time of user) - the start time of the match, in your time zone (based on your device's current time). 	
sporting event;	Competition - the league or tournament to which this match belongs.	
progress details for the	Fixture - the teams or competitors in this match.	
first live sporting event;	FixtureId - unique id per fixture per sport	
a date and/or time of the	 Coverage - indicates whether the event is covered from the Venue or TV Lineups - indicates whether the event has lineup information or not 	
first live sporting event;	Assigned - check this box to add this fixture to your Live tab.	
and	The All Fixtures tab displays all available fixtures in your selected date range. The Scheduled Fixtures tab	
event participant data	displays only fixtures that you have selected.	
regarding participants in	By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the Filter button to expand your selection of fixtures, and to filter by coverage type and lineups availability	
the first live sporting	the Filter button to expand your selection of inclures, and to litter by coverage type and lineaps availability	
event;		
C , 5110,	Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures.	
normalizes at least the		
date and/or time of the	(See, PANDA_000196 at PANDA_000198,	
first live sporting event to	https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)	
a reference standard time		

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



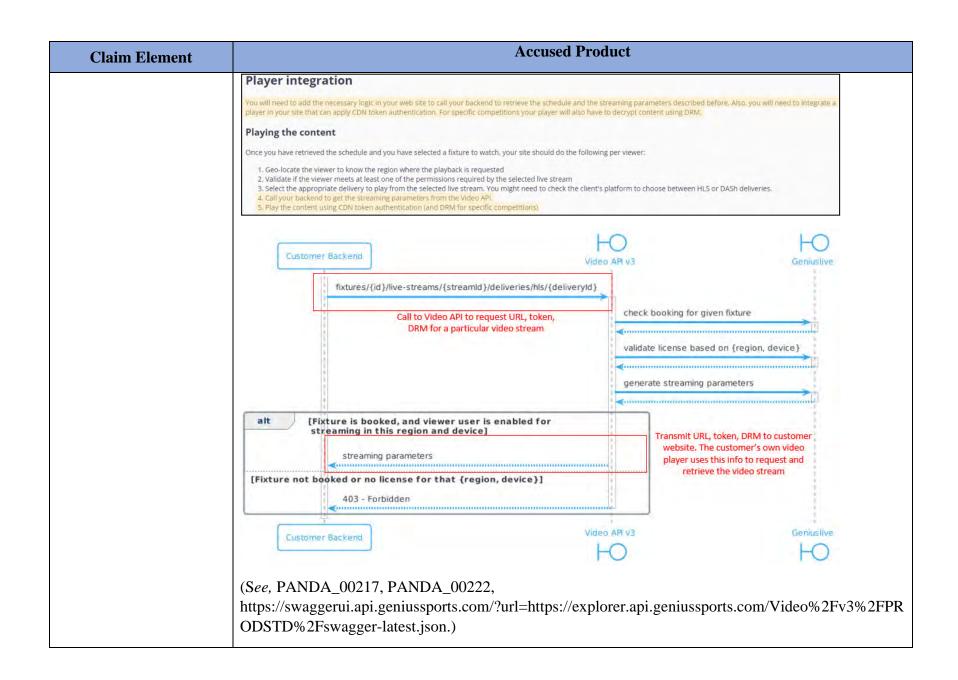
Claim Element	nent Accused Product	
	information along to a video player to request and retrieve the video stream. The Accused Products the normalize the date and/or time of the received video stream to a reference standard time to provide normalized date and/or time.	
	GL-Video-v3 [Base URL: ap1.gen3ussports.com/Video-v3/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest/son	
	Video Streaming API	
	The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.	
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.	
	Player integration	
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,	
	Playing the content	
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)	



Claim Element	Accused Product
	The following is a sample jSON result for the /fixtures/ endpoint. It contains the details of the fixture 1300290721, which has one livestream available in HLS format through Akamal {

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

Claim Element	Accused Product	
[8] The system of claim 7, wherein in B), the control server further: normalizes at least one of the progress details for the first live sporting event and the event participant data regarding participants	The Genius Sports platform provides the system of claim 7. See Claim 7, supra. In addition, the Accused Products provides a system wherein "the control server further normalizes at least one of the progress details for the first live sporting event and the event participant data regarding participants in the first live sporting event; and stores the normalized at least one of the progress details and the event participant data in the database."	
data regarding participants in the first live sporting event; and stores the normalized at least one of the progress details and the event participant data in the database.	In addition, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Furthermore, Genius Sports stores the normalized data and/or time in JSON format within a database provided by Akamai. For video API option, the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video stream and then passes this information along to a video player to request and retrieve the video stream. The Accused Products then normalize and store the competition information (e.g., competition ID) and live stream information of the received video stream.	
	CL-Video-v3 (Base URL: and, geniussports, com/Video-val/PRODSTD 1 https://explorer.api.geniussports.com/Video/val/PRODSTD/swagger-latest_json Video Streaming API The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.	



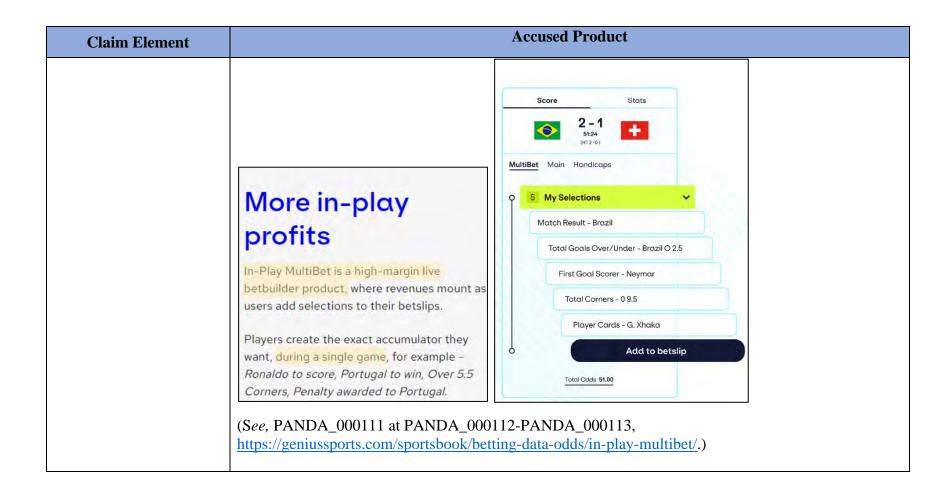
Claim Element	Accused Product
	The following is a sample jSON result for the /fixtures/ endpoint. It contains the details of the fixture 1300290721, which has one livestream available in HLS format through Akamai f "date": [

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

Claim Element	Accused Product	
[9] The system of claim 7, wherein: the progress details include the first score information; the control server periodically retrieves the progress details from the event information provider and updates the first score information; and	Thanks for your prediction	First score information; the control rmation provider and updates the stion, the control server queues and for transmission to the at least one
for each update of the first score information, the control server queues an asynchronous message including the updated first score information for transmission to the at least one first event socket of the at least one socket server.	Genius Sports predicted score What's your predicted Bucconeers to win Create por content to data to go enjoy the	I fresh, amic content olls, free-to-play games, widgets or data-driven that updates in real-time. And collect first-party et a clearer idea of your audience and what they most.

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

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



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

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

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

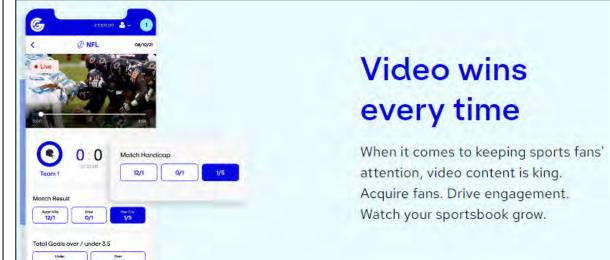
10. <u>Independent Claim 19</u>

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

Key Features

a second plurality of copies of a second broadcaster's live stream of digital content including second videobased commentary about a second live sporting event from a second broadcaster client device to a second plurality of viewer client devices, the system comprising:

Accused Product



(See, PANDA_000055 at PANDA_000057, https://www.geniussports.com/sportsbook/streaming/.)

The overlaid event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially real-time score updates synchronized with the video-based commentary), player information, venue information, game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).

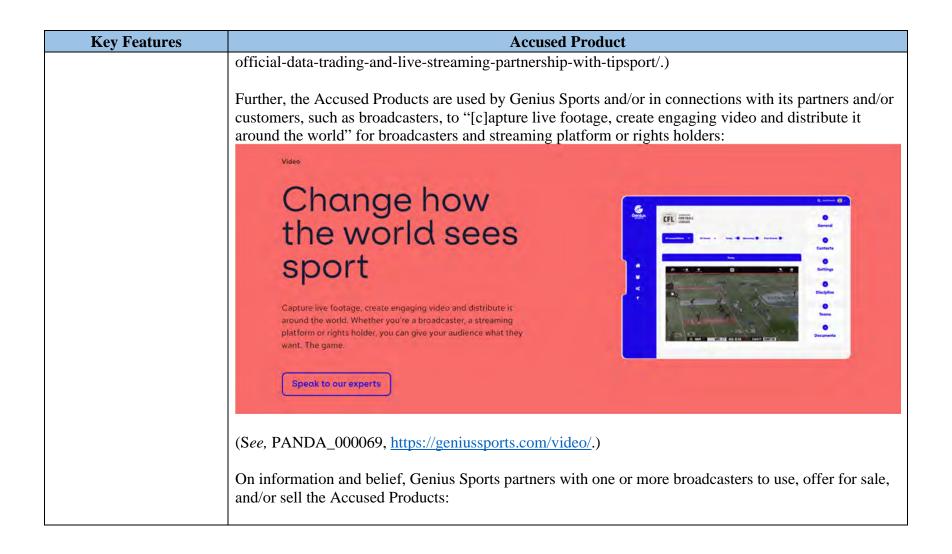
Key Features | Sc Espinho V Sporting CP | IN-PLAY | FEATURED | UP NEXT | | Wolfryball | Wolfryball | Up Next | Up Next | | Total Points Over/Under | Up Next | Up Next | | Total Points Over/Under | Up Next | Up Next | | Total Points Over/Under | Up Next | Up Next | Up Next | Up Next | | Total Points Over/Under | Up Next | Up

Accused Product

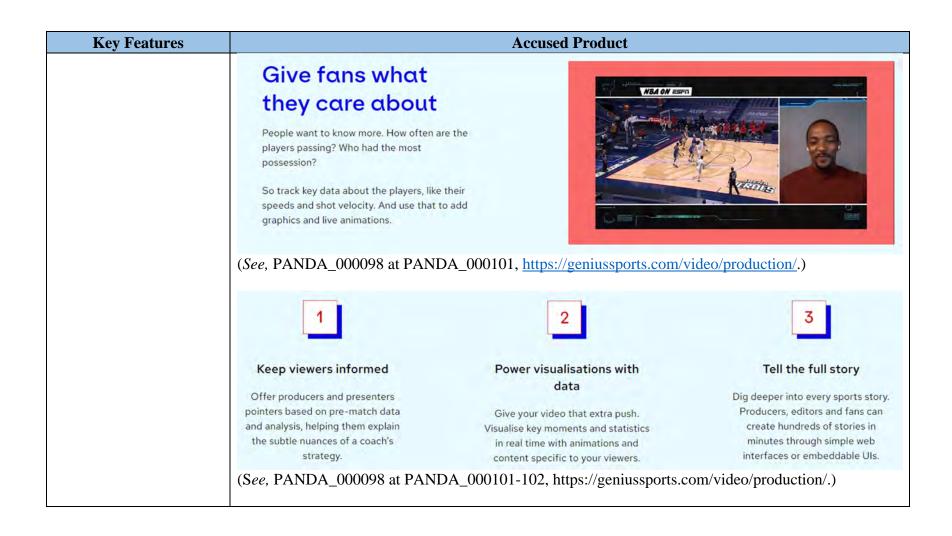
 $(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)\\$

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

Key Features	Accused Product
	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.
	Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.
	Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.
	By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.
	All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.
	International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.
	Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
	"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."
	(See, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier foot language agrees. Apparting Calcurbia, Jackand and China, as well as degrees of EIDA healystall and Elipse agrees.
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier foot leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FI
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier foot leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FI volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, bettie
	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.) As described below, Genius Sports delivers "thousands of low latency live streams" from top tier foot leagues across Argentina, Colombia, Iceland and China, as well as dozens of FIBA basketball and FI volleyball leagues globally. Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast partner that powers the ecosystem connecting sports, betti and media, has agreed to a major expansion of its long-term partnership with Tipsport, a leading Czech sportsbook operator across retail and onling Tipsport has agreed to a substantial uplift in the number of annual events covered by Genius Sports' suite of data-driven PreMatch, LiveData and



Key Features			Accused 1	Product		
	We work with	partners world	dwide			
	⊚ CBS	TUI*nei*	BT SPORT	25PN	NFL	Premier League
	AFA	BLEAGUE		LDF	AND THE PROPERTY OF THE PROPER	PE PORTIGE
	(See, PANDA_00	00069 at PANDA	_000074-75, <u>https</u>	://geniussports.con	<u>n/video/</u> .)	
	We work with	the biggest me	edia players in	sport		
	⊚ CBS	ESPN	<i>Turner</i>	BT SPORT	TSN	FOX
	(See, PANDA_00	00021 at PANDA_	_000025, <u>https://g</u>	eniussports.com/pu	ublishers-broadca	<u>asters/</u> .)
	and second broad commentary abou	lcaster's live strear	n of digital contented the sporting ev	vide a first and sec at including first an ent from a first and devices.	d second video-b	pased



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

Key Features Accused Product Bring sports FULL COURT PRESS stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: · Split-second shot probabilities · Distance to three-pointers · Real-time player speeds Shot velocity · And much more (See, PANDA 000496, https://geniussports.com/publishers-broadcasters/.) CUSTOMER STORIES CBS and Genius Win Sports Emmy for RomoVision **CBS** Fans want more control and greater levels of insight than ever. Discover how we combined rich live tracking data with sophisticated graphics to visualise expert commentator, Tony Medical action of the Romo's, live analysis. Read now (See, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

Key Features Accused Product Get set up in 30 mins If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the screen. You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) GeniusLive in action: · 1 camera system, fixed in-venue · Up to full HD video streaming · Unmanned system films the entire court · Installation within 30 minutes · Graphic overlay (scoreboard) · Additional handheld camera to take over video and audio · Integrated with real-time fan engagement tools

Accused Product Key Features (See, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.) Broadcast the full picture Need that extra touch? GeniusLive+ gives you everything you need. Create streams that rival TV. Add graphic overlays and post-match highlights. Capture the entire pitch, with a 180° panoramic camera. And even throw in live commentary and extra cameras from around the venue. All automatically. (See, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) GeniusLive+ in action: · Live and on-demand video in full HD Fully-automated production for every game and training session at the venue · Full-pitch panoramic view through our unique camera head that captures 180° in high resolution · Automated on-screen graphics and postmatch highlights · Enhanced production with additional cameras located around the venue and live commentary

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

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

Key Features Accused Product (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.) Video wins every time When it comes to keeping sports fans' Match Handicap attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow. 12/1 Total Goals over / under 3.5 (See, PANDA 000055 at PANDA 000057, https://www.geniussports.com/sportsbook/streaming/.) [19A.2] provide a first The Accused Products include a plurality of media sources to "provide a first copy of the first plurality copy of the first plurality of copies to a first viewer client device of the first plurality of viewer client devices via a first Internet of copies to a first viewer communication channel between the plurality of media sources and the first viewer client device of the client device of the first first plurality of viewer client devices." plurality of viewer client devices via a first Internet For example, the Accused Products combine live sports data and live sports video. communication channel between the plurality of

Key Features media sources and the first viewer client device of the first plurality of viewer client devices; and

SC ESPINHO V SPORTING CP

Match Set Handicap

O Volleyball -

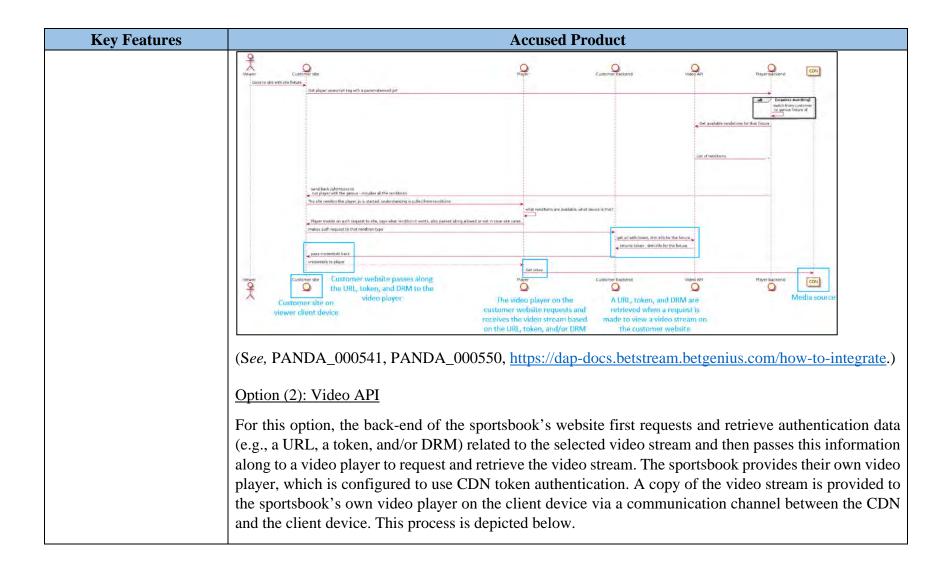
Accused Product

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

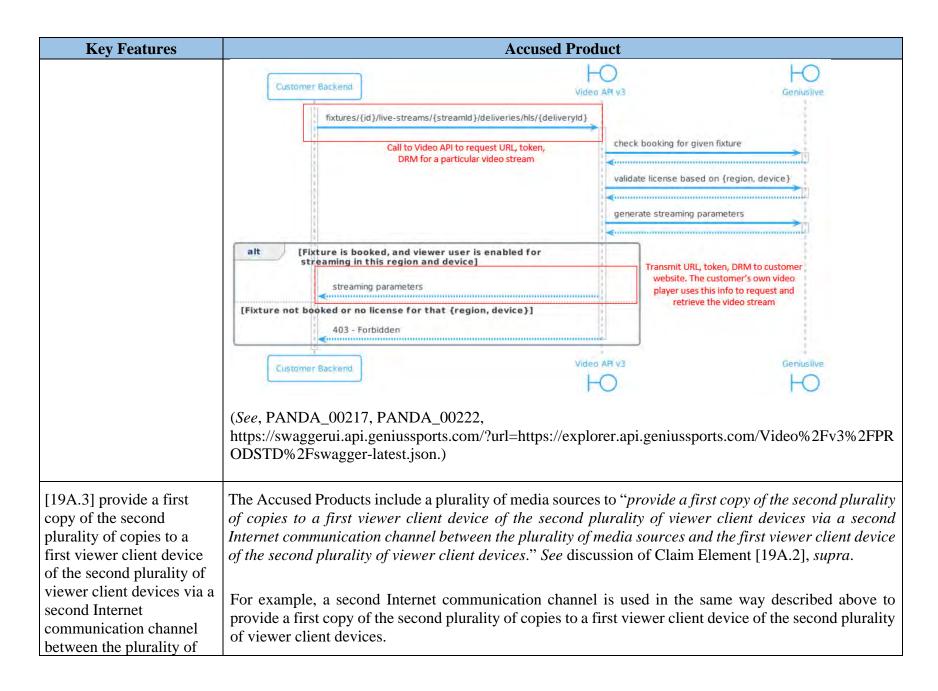
As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...":

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

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



Key Features	Accused Product
	GL-Video-v3 ^{aa}
	[Base URL: apt.geniussports.com/Video v3/PRODSTD]
	https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM,
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested
	 Validate if the viewer meets at least one of the permissions required by the selected live stream Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries.
	4. Call your backend to get the streaming parameters from the Video API.



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

Key Features	Accused Product
Key Features	Statistics Statistics show the number of events of each type in this match, per side. Clicking the opens Time Based Statistics filter menu. User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text with the selected filter is shown in the top right corner of the component Last 5 mins Last 10 mins Last 15 mins Between 0 - 15 mins Between 15 - 30 mins Between 15 - 30 mins Between 45 - 60 mins Between 60 - 7 5 mins Between 675 - 90 mins First Half Second Half Since last Goal Since last Red Card Extra-tme (See, PANDA_000196 at PANDA_000200-PANDA_000201, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual.)
	As described below, Genius Sports delivers dozens of FIBA basketball and FIVB volleyball leagues globally.

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

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



Key Features	Accused Product
	(See https://ably.com/case-studies/genius-sports)
[19C.2] the at least some of the first event information includes first score information for the first sporting event; and	On information and belief, the Accused Products includes a system wherein "the at least some of the fir event information includes first score information for the first sporting event." For example, Genius Sports transmits the soccer game score, total goals over/under, total corners, fir goal scorer, player cards, etc.
first sporting event; and	MultiBet Main Handicaps In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips. Players create the exact accumulator they want, during a single game, for example - Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal. Score Stots 2 - 1 5ta4 6tr3 - 0) Match Result - Brazil Total Goals Over/Under - Brazil O 2.5 First Goal Scorer - Neymar Total Corners - 0 9.5 Player Cards - G. Xhoka Add to betslip Total Odds \$1.00 See, PANDA_000111 at PANDA_000112-PANDA_000113, https://geniussports.com/sportsbook/betting-data-odds/in-play-multibet/.)

Key Features	Accused Product	
	Genius Sports to provide sportsbooks with automated, AI-powered live odds	
	enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier	
	League and thousands of other official Genius events	
	Genius Sports Limited ("Genius Sports"), the official data, technology and broadcast	
	partner that powers the ecosystem connecting sports, betting and media, has launched	
	In-Play MultiBet, providing sportsbooks with a powerful new tool to engage players and	
	grow revenues in time for the FIFA World Cup 2022 and ongoing NFL season.	
	Same-game parlay bets, which enable bettors to wager on multiple events occurring	
	within the same game, have become an essential part of every major sportsbook's	
	offering, giving customer's greater control over their bets and enhanced margins for the	
	operators themselves.	
	Now, through In-Play MultiBet, these bespoke bets can be placed once the game has	
	begun, enabling players to place bets after every goal, touchdown and during intervals.	
	Launched in time to give sportsbooks a new dimension at the FIFA World Cup, In-Play	
	MultiBet is powered by the highest quality Al-powered live odds, tried and tested on	
	Genius Sports' leading LiveTrading service.	
	InPlay MultiBet will also be available across the NFL, English Premier League, Liga MX,	
	and dozens of FIBA basketball and FIVB volleyball leagues worldwide.	
	"Combining same game parlays with the unstoppable growth of in-play betting is a	
	breakthrough innovation for us and our partners," said Jack Davison, Chief	
	Commercial Officer of Genius Sports. "Starting with the biggest sports event of the	
	year, the FIFA World Cup, InPlay MultiBet will enable our partners to unlock bigger	
	margins and drive engagement between key match events and breaks."	
	(Cas DANDA 000170 DANDA 000180 https://www.conjugoposto.com/govern	an out
	(See, PANDA_000179-PANDA_000180, https://www.geniussports.com/newsroom/genius-	sports
	<u>launches-in-play-multibet-for-the-next-generation-of-same-game-parlay-bets/</u> .)	

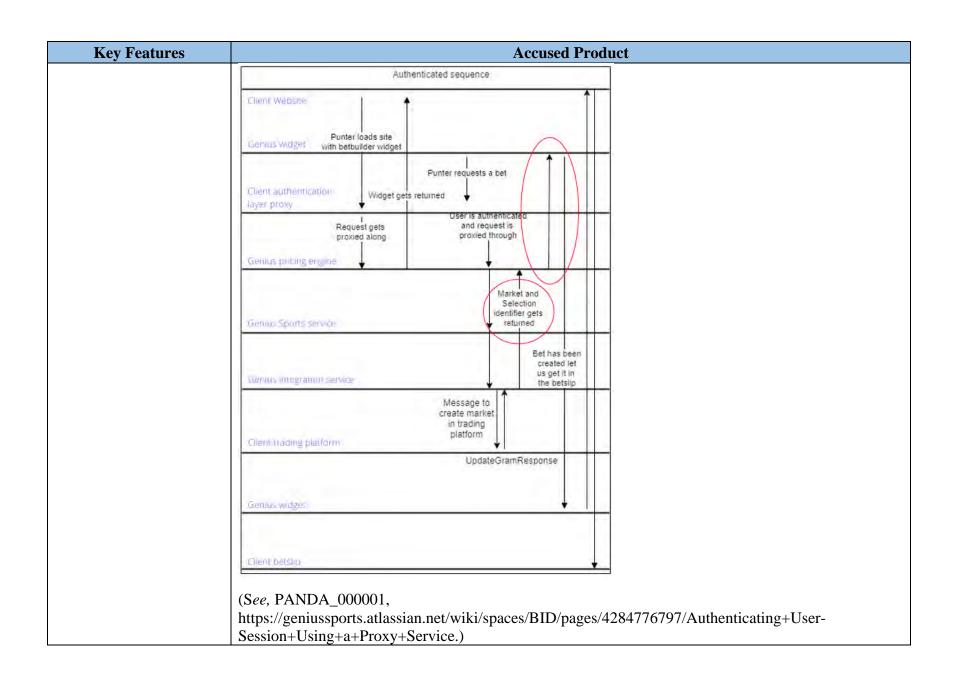
Key Features Accused Product Get set up in 30 mins If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the screen. You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) GeniusLive in action: · 1 camera system, fixed in-venue · Up to full HD video streaming · Unmanned system films the entire court · Installation within 30 minutes · Graphic overlay (scoreboard) · Additional handheld camera to take over video and audio · Integrated with real-time fan engagement tools

Accused Product Key Features (See, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.) Broadcast the full picture Need that extra touch? GeniusLive+ gives you everything you need. Create streams that rival TV. Add graphic overlays and post-match highlights. Capture the entire pitch, with a 180° panoramic camera. And even throw in live commentary and extra cameras from around the venue. All automatically. (See, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) GeniusLive+ in action: · Live and on-demand video in full HD Fully-automated production for every game and training session at the venue · Full-pitch panoramic view through our unique camera head that captures 180° in high resolution · Automated on-screen graphics and postmatch highlights · Enhanced production with additional cameras located around the venue and live commentary

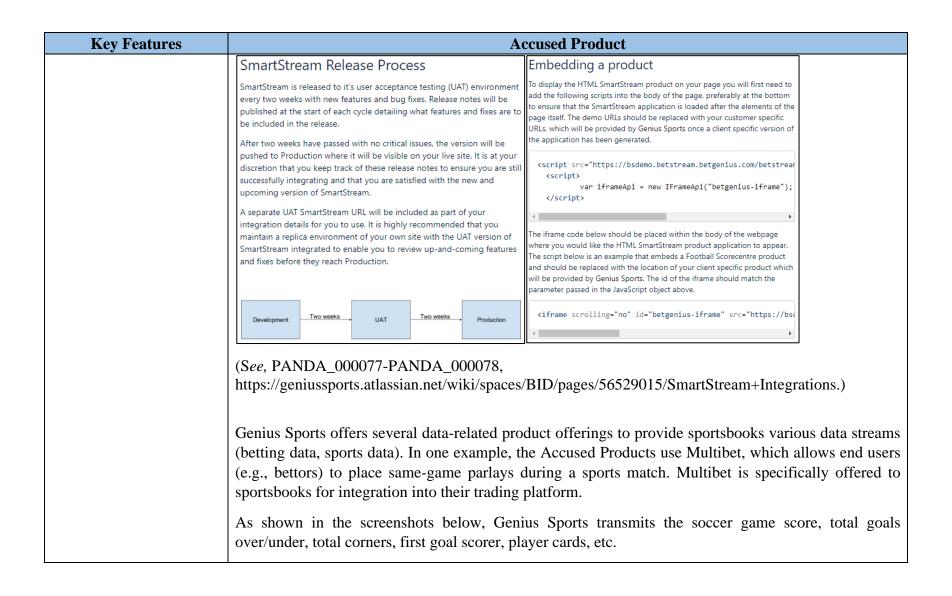
Key Features		Accused Product		
	(See, PANDA_000084 at PANDA_0	00091, https://geniussports.com/video/capture/.)		
[19C.3] the at least some of the second event information includes second score information for the second sporting event; and	The Accused Products include a syste second score information for the second score information information for the second score information informa	em where "the at least some of the second event information inclination on sporting event." Genius Sports live streaming services provide multiple score e on the multibet widgets on a user device. Video wins every time When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement.		
	Total Gools over / under 3.5 Total Gools over / under 3.5 (See, PANDA_000055 at PANDA_0	Watch your sportsbook grow. 000057, https://www.geniussports.com/sportsbook/streaming/.)		

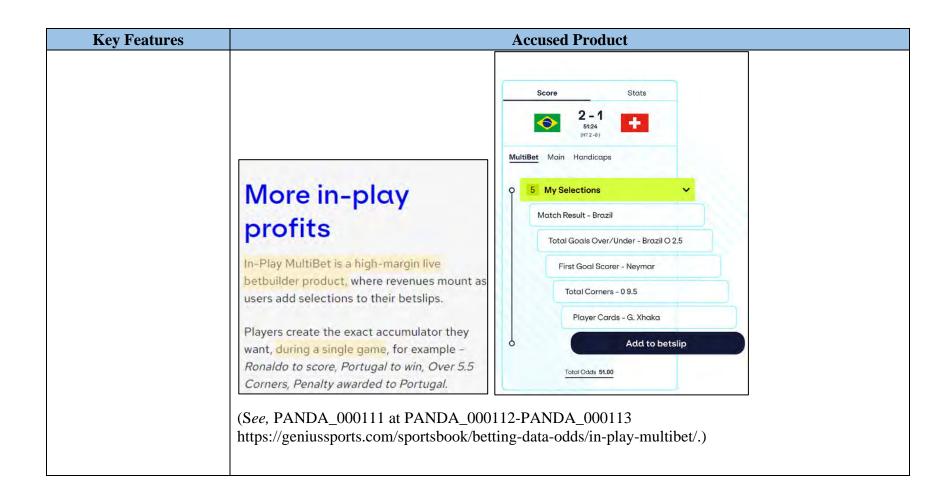
Key Features	Accused Product		
	Best data, best results LiveStats gathers every shot, goal, dunk, spike and more across multiple sports. Use that data to create content for your fans, insights for your coaches, video highlights for your broadcast and more. (See, PANDA_000500 at PANDA_000502, https://geniussports.com/sportstech/data/livestats/.)		
[19C.4] transmit at least the first score information the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device	The Accused Products include at least one socket server to "transmit at least the first score information the at least some of the first event information to the first viewer client device of the first plurality of viewer client devices via a third Internet communication channel between at least one first event socket of the at least one socket server and the first viewer client device of the first plurality of viewer devices." For example, Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end (e.g., their Pricing Engine) to the Multibet widget. Although the bets are generated dynamically by the sportsbook's platform, the bets are always stored by Genius Sports for re-use.		

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



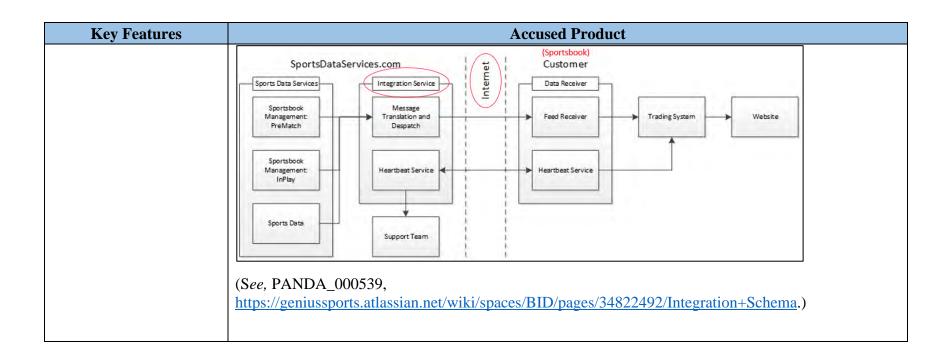
Key Features	Accused Product Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.		
	Multibet Widget Integration		
	Our customers should embed the Multibet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

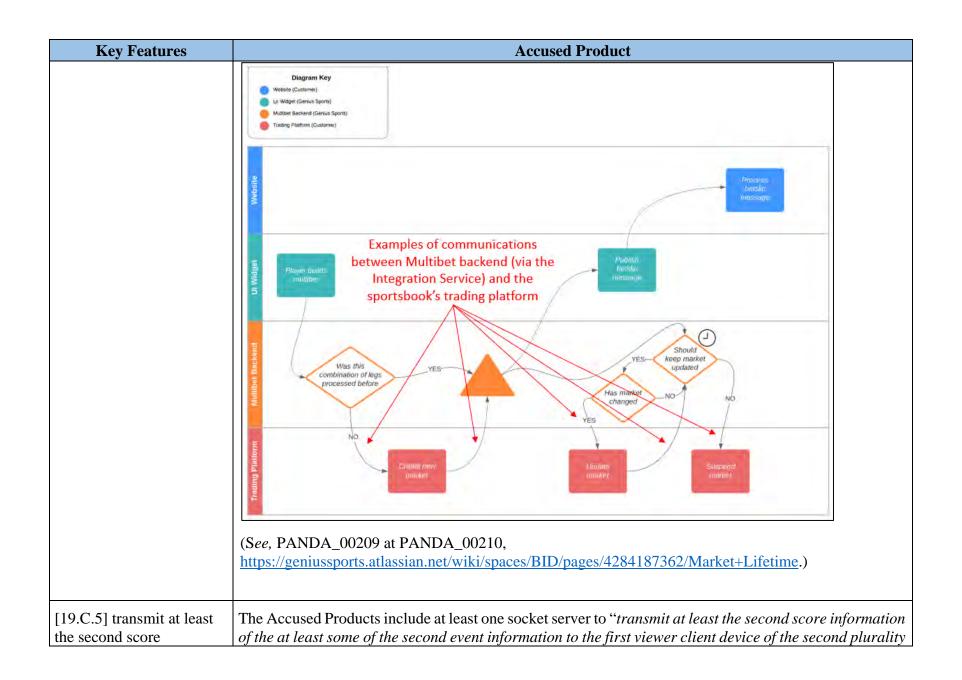




Key Features	Accused Product			
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals			
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

Key Features Accused Product During operation, Genius Sport's Integration Service (provided by Sportsbook Integration (V3)) transmits various data (fixtures, markets, prices, results) to the sportsbook's trading platform via an Internet connection. Additionally, the Integration Service transmits a message to create a market (bet) in the sportsbook's trading platform. In return, the generated bet is transmitted from the trading platform to the Integration Service. In this manner, the sportsbook and Genius Sports services retrieve information germane to the first live sporting event via the Internet. Bookmaker **Genius Sports** Website Reverse Proxy Multibet Backend Genius Market Sports **UI** Widget Fixtures Markets Trading Platform Integration Service Prices Results *Arrows indicate in which direction data is flowing (See, PANDA 00212 at PANDA 00213, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4283664027/Multibet+Back-End+Integration.)





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

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

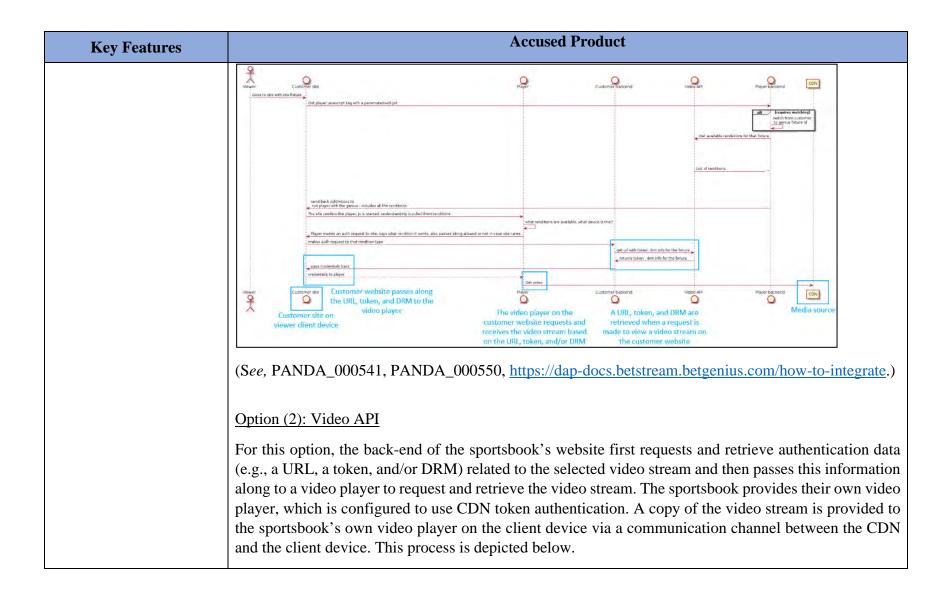
Key Features	Accused Product
[20P] The system of claim 19, wherein: [20A] in A), the plurality of media sources:	The Accused Products provide the system of claim 19 with a plurality of media sources. See Claim 19, supra. See [19A], supra.
[20A.1] provide a second copy of the first plurality of copies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

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

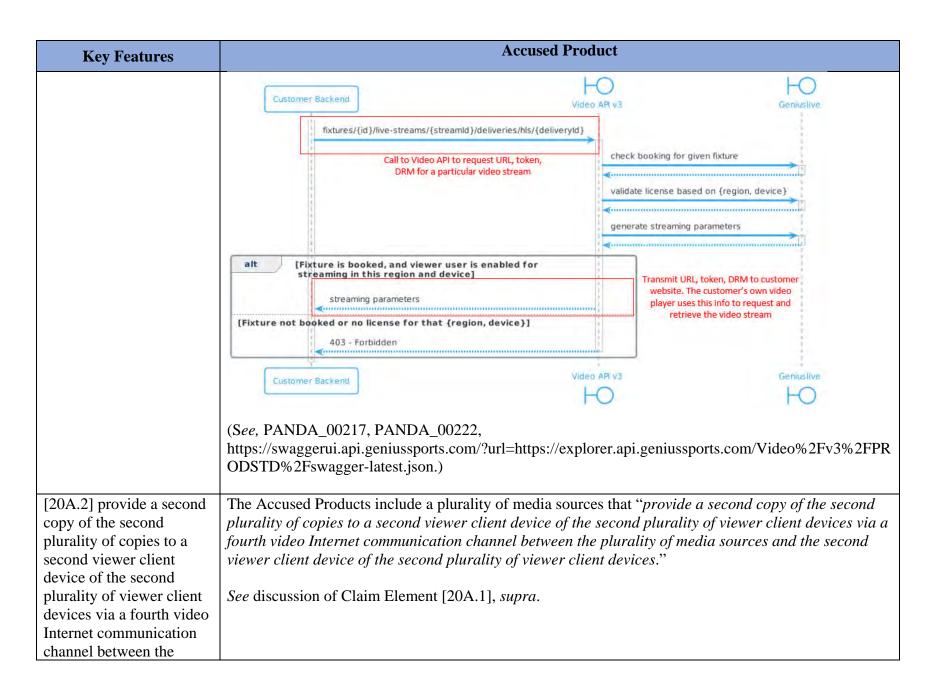
Key Features	Accused Product
	Sc ESPINHO V SPORTING CP SC ESPINHO V SPORTING CP Watch Releast Overlighter Watch See Nandicap South State State
	The Accused Products combine live sports data and live sports video (i.e., "the second copy"), which is the exact focus of the claimed invention. As stated below, the Accused Products pair "video, captured direct from pitch or courtside with official data and live betting services":

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

Key Features	Accused Product
	information, the authentication data is passed along to the video player, which in turn transmits a requestrom a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to to video player on the viewer client device via a communication channel between the CDN and the client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source: 1
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter 1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.

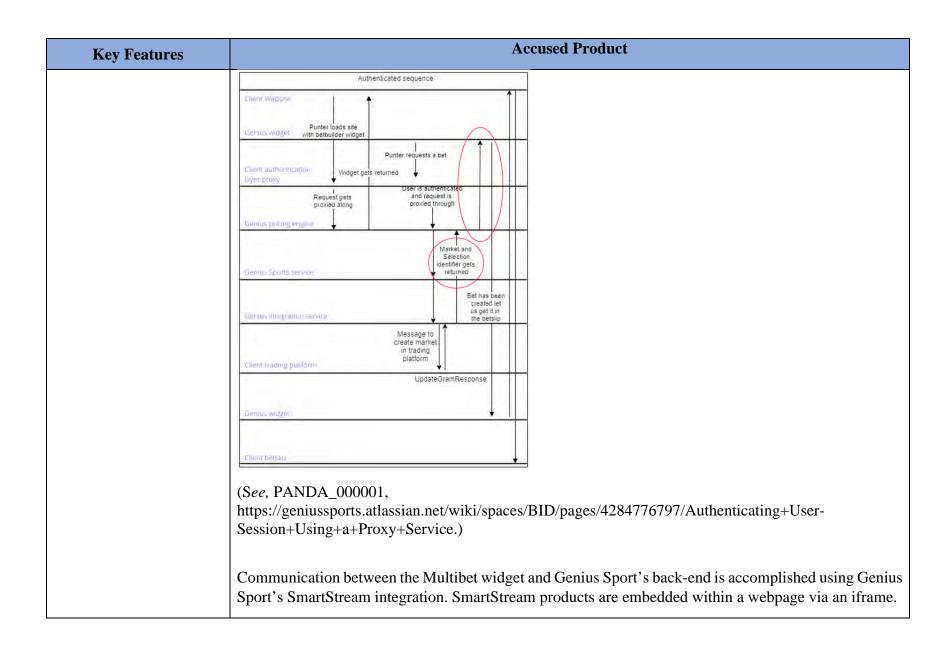


Key Features	Accused Product
	GL-Video-v3 ^{aa}
	[Base URL: apf.geniussports.com/Video vä/PRODSTD] https://explorer.apl.geniussports.com/Video/vä/PRODSTD/awagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

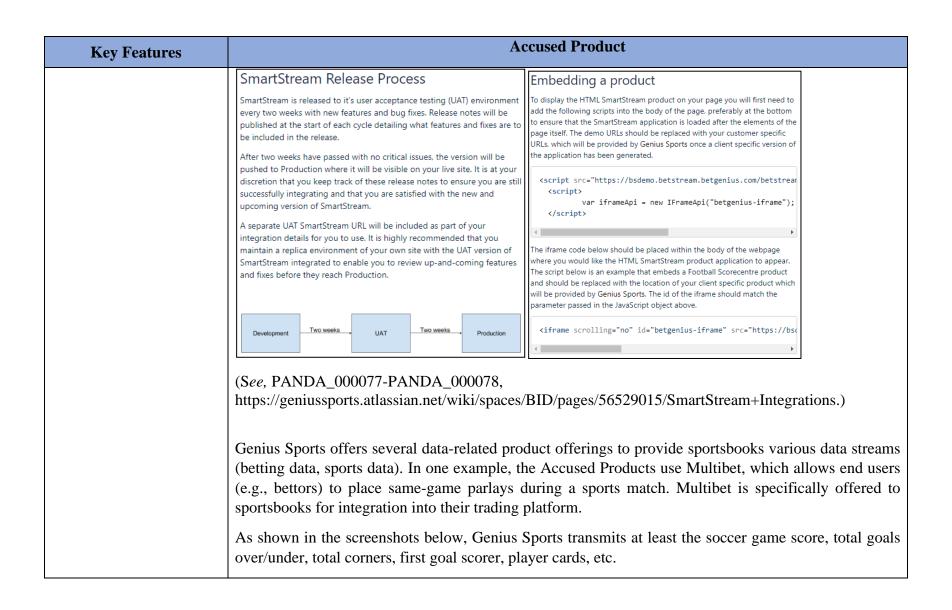


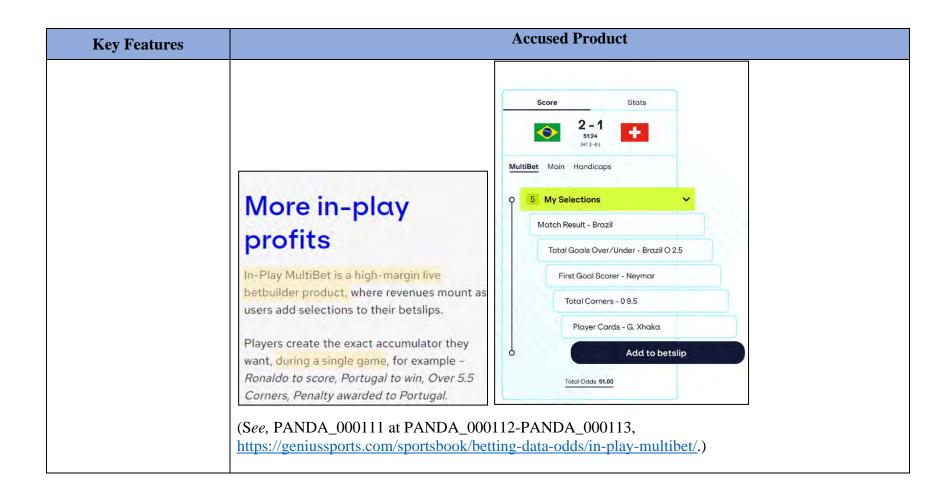
Key Features	Accused Product
plurality of media sources and the second viewer client device of the second plurality of viewer client devices; and	A fourth video Internet communication channel is used in the same way described above to provide a second copy of the second plurality of copies to a second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

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

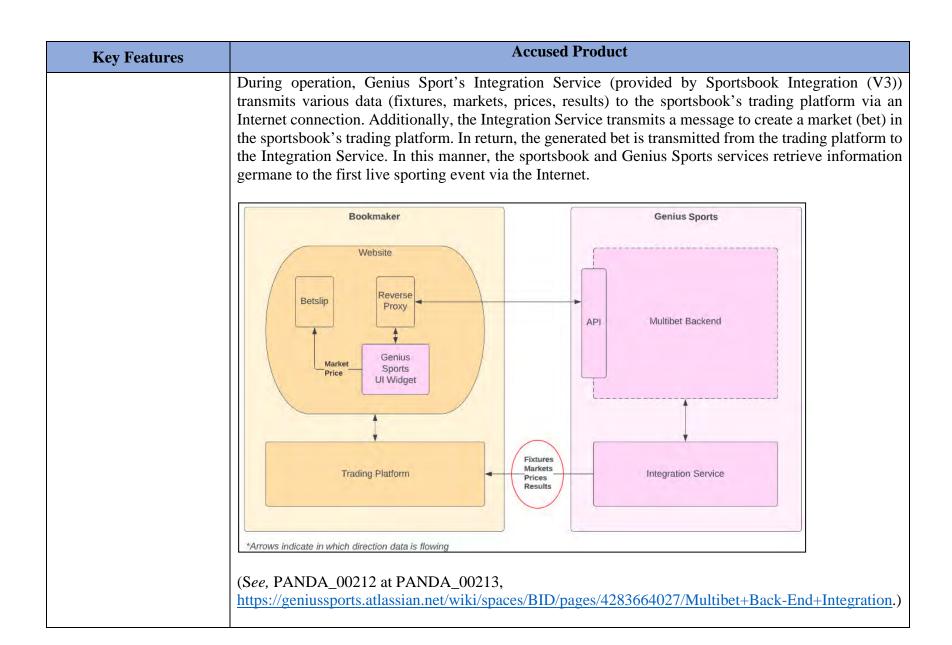


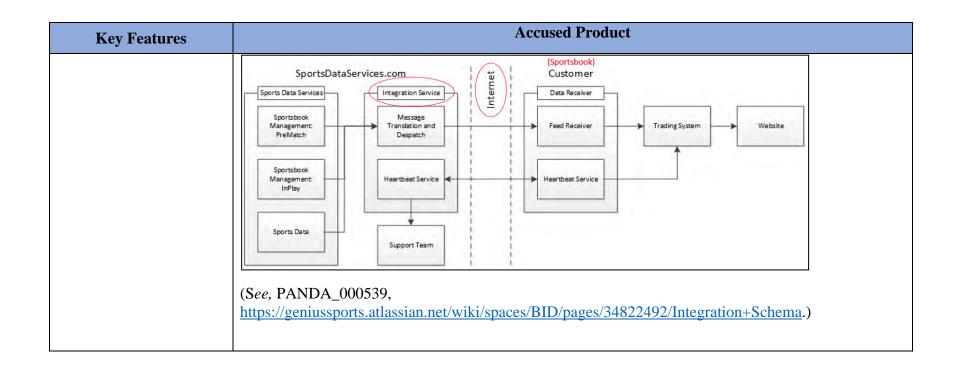
Key Features	Accused Product
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details.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

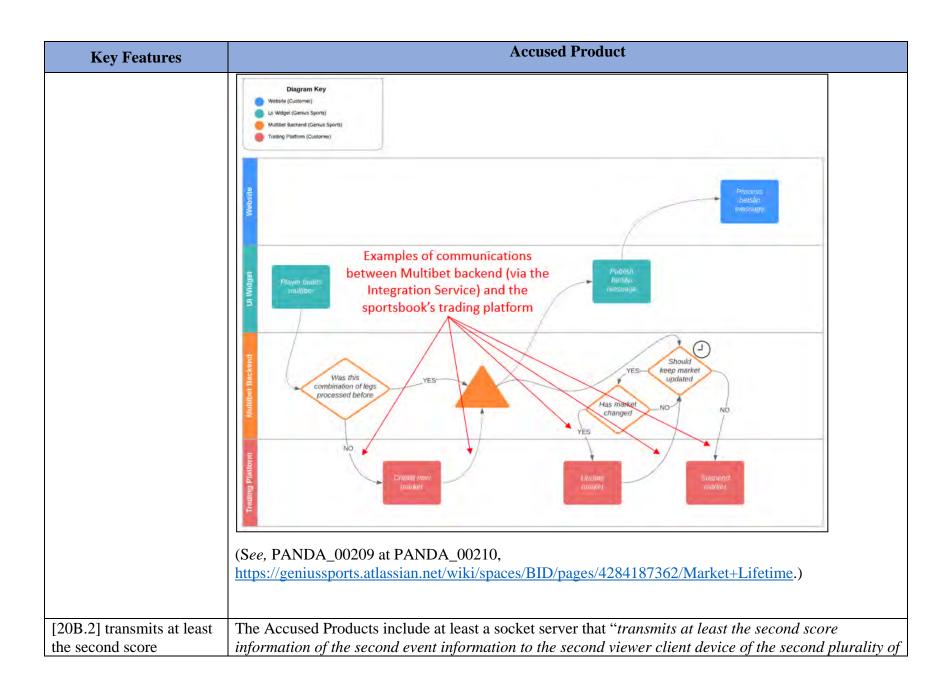




Key Features	Accused Product	
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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







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

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

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

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

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

13. Dependent Claim 22

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

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

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

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

14. <u>Independent Claim 23</u>

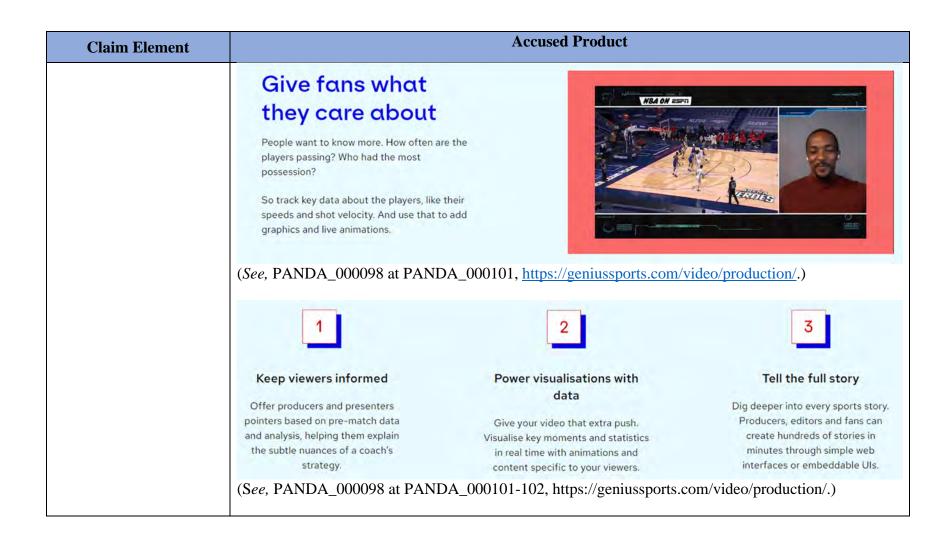
Accused Product Claim Element [23P] A method The Accused Products practice a method "for providing a first copy of a first broadcaster's live stream providing a first copy of a of digital content including first live sporting event video-based commentary from a first broadcaster first broadcaster's live client device to a first viewer client device." stream of digital content For example, the Accused Products include both a live stream of a sporting event and overlayed event including first live information related to the sporting event. sporting event videobased commentary from a first broadcaster client device to a first viewer client device, the method Video wins comprising: every time When it comes to keeping sports fans' 0:0 Match Handicap attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow. 12/1 Total Goals over / under 3.5 (See, PANDA 000055 at PANDA 000057, https://www.geniussports.com/sportsbook/streaming/.) The overlaid event information includes, e.g., Milestones, Leaderboards, Highs, Probabilities, team information (e.g., team names, abbreviations, and/or logos), score information (e.g., with essentially realtime score updates synchronized with the video-based commentary), player information, venue

Claim Element	Accused Product				
Claim Element	information, game status information (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-go, yards-to-goal, down, team statistics, player statistics, historical data, etc.).				
	© Match Result Sc Borning 150				
	(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)				
	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside with official data and live betting services":				

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

Claim Element	Accused Product					
	(See, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders: Change how the world sees sport Capture live footage, create engaging video and distribute it around the world. Whether you're a broadcaster, a streaming platform or rights holder, you can give your audience what they want. The game. [See, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:					

Claim Element	Accused Product We work with partners worldwide					
	⊚ CBS	TUrner	BT SPORT	ESPN	NFL	Premier League
	AFA	BLEAGUE	THE STATE OF THE S	LDF		FFORMAÇÃO DE PORTUGA
	10 M TO 1 M 1 W	on the biggest me	esta dessarradores	v.35.75	m/video/.)	
	⊚ CBS	ESPN	TUrner	BT SPORT	TSN	FOX
	(See, PANDA_0	00021 at PANDA	_000025, <u>https://g</u>	eniussports.com/p	oublishers-broadca	asters/.)
On information and belief, the Accused Products provide a and second broadcaster's live stream of digital content incl commentary about a first and second live sporting event fr device to a first and second plurality of viewer client device		nt including first a ent from a first an	nd second video-b	pased		



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

Accused Product Claim Element Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: · Split-second shot probabilities · Distance to three-pointers · Real-time player speeds · Shot velocity · And much more (See, PANDA_000496, https://geniussports.com/publishers-broadcasters/.) **CUSTOMER STORIES** CBS and Genius Win Sports Emmy for RomoVision CBS Fans want more control and greater levels of insight than ever. Discover how we combined rich live tracking data with sophisticated graphics to visualise expert commentator, Tony Romo's, live analysis. Read now (See, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

Accused Product Claim Element Get set up in 30 mins If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://geniussports.com/video/capture/.) GeniusLive in action: · 1 camera system, fixed in-venue · Up to full HD video streaming · Unmanned system films the entire court · Installation within 30 minutes · Graphic overlay (scoreboard) · Additional handheld camera to take over video and audio · Integrated with real-time fan engagement tools

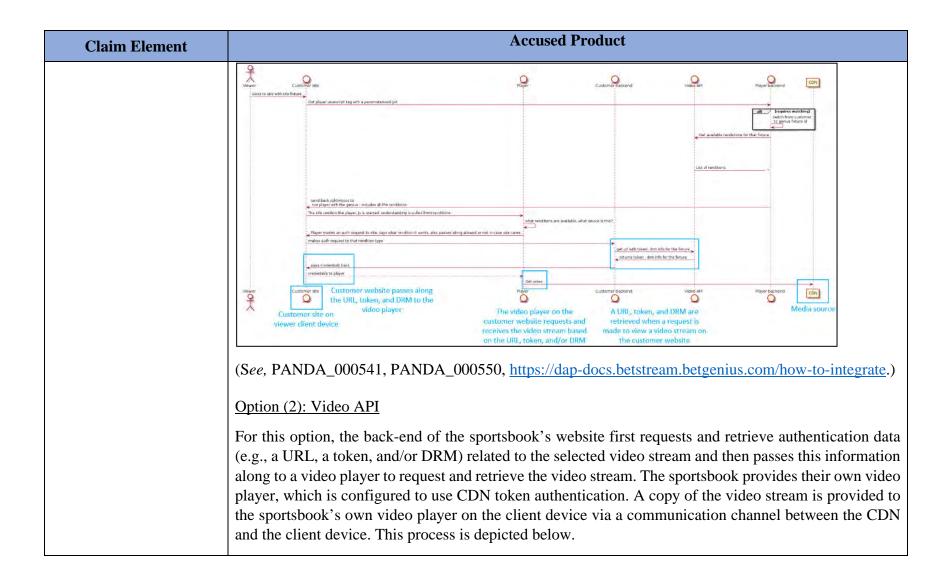
Accused Product Claim Element (See, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.) Broadcast the full BOV Premier League picture Need that extra touch? GeniusLive+ gives you everything you need. Create streams that rival TV. Add graphic overlays and post-match highlights. Capture the entire pitch, with a 180° panoramic camera. And even throw in live commentary and extra cameras from around the venue. All automatically. (See, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) GeniusLive+ in action: · Live and on-demand video in full HD · Fully-automated production for every game and training session at the venue · Full-pitch panoramic view through our unique camera head that captures 180° in high resolution · Automated on-screen graphics and postmatch highlights · Enhanced production with additional cameras located around the venue and live commentary

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

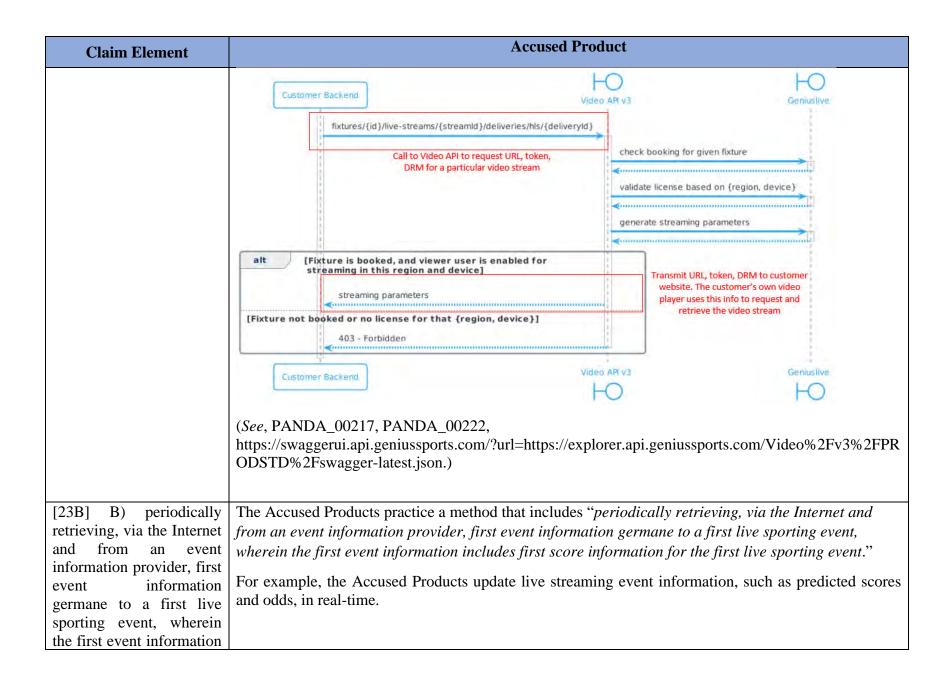
Accused Product Claim Element betgenius SC ESPINHO V SPORTING CP IN-PLAY O Volleyball -(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.) As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...":

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

Claim Element	Accused Product	
	information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.	
	Insert a script tag defining the desired fixture and the bookmaker source:	
	<pre>1</pre>	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter	
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of	
	How does it work?	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.	
	Our API should never be called from the browser directly.	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.	

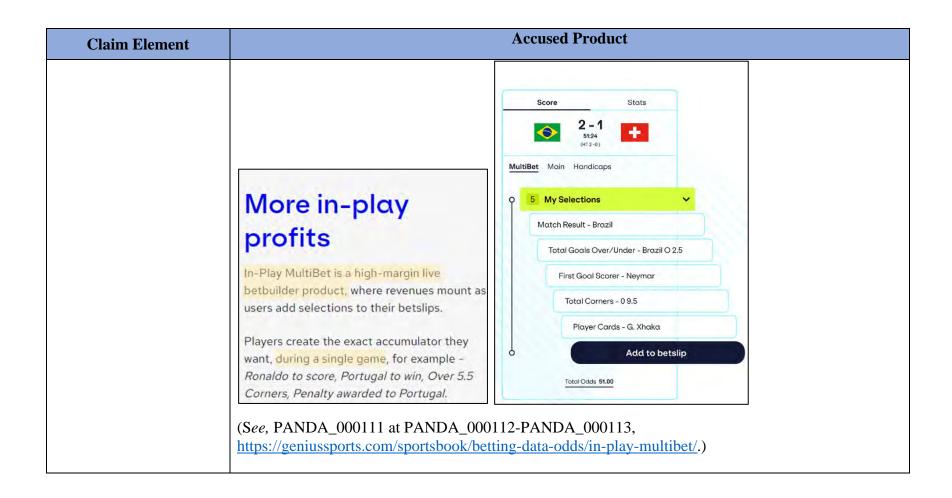


Claim Element	Accused Product
	GL-Video-v3 (III)
	[Base URL: apt.geniussports.com/Video-vil/PRODSTD] https://explorer.apl.geniussports.com/Video/vil/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before, Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API.



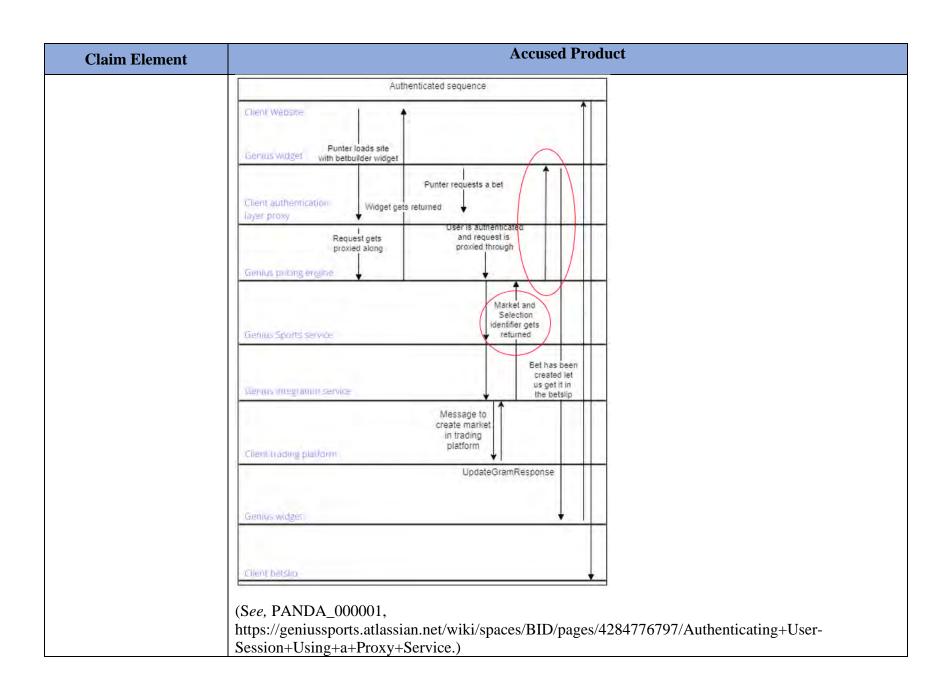
Accused Product Claim Element includes first score information for the first live sporting event; and Add fresh, dynamic content Create polls, free-to-play games, widgets or data-driven content that updates in real-time. And collect first-party data to get a clearer idea of your audience and what they enjoy the most. (See https://geniussports.com/publishers-broadcasters/) Integrated betslip Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. Place \$200 bet (See https://geniussports.com/sportsbook/betvision/)

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

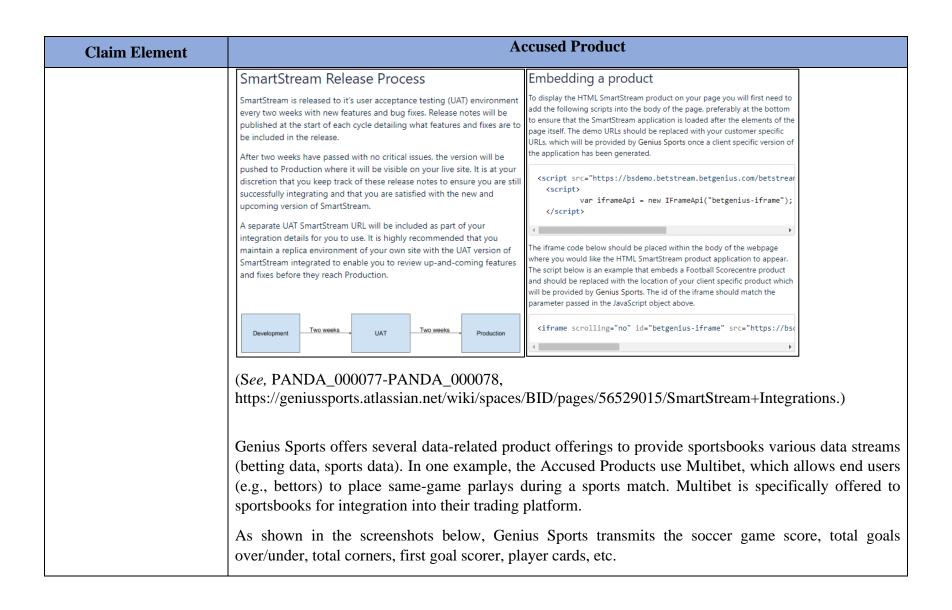


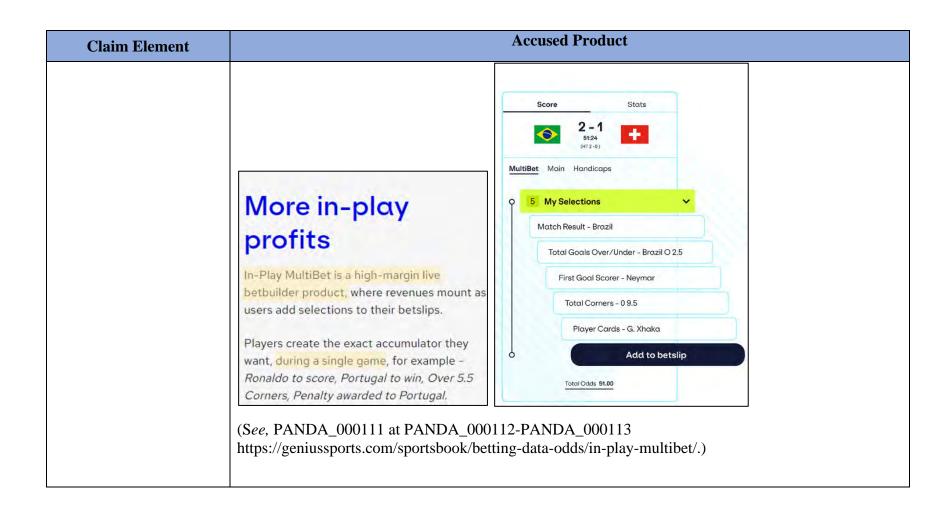
Claim Element	Accused Product	
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

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

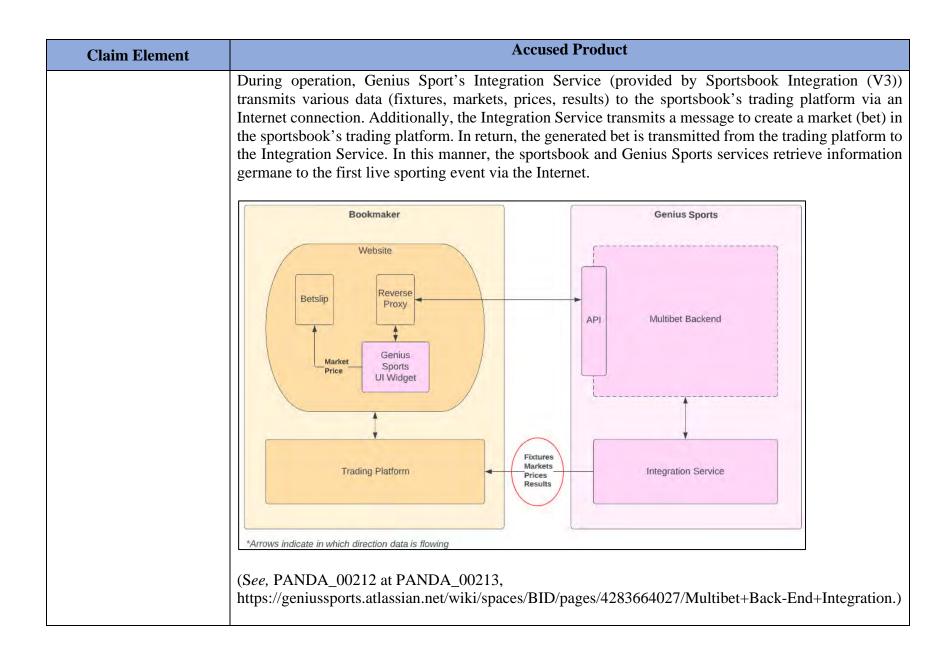


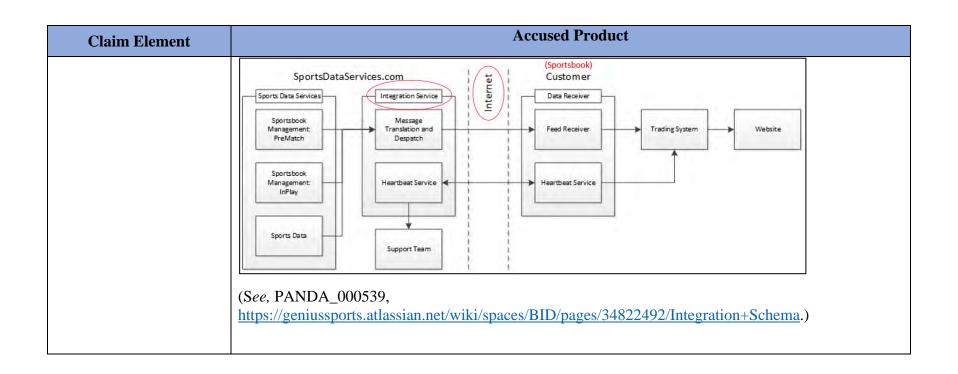
Claim Element	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.
	Multibet Widget Integration Our customers should embed the Multibet Widget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

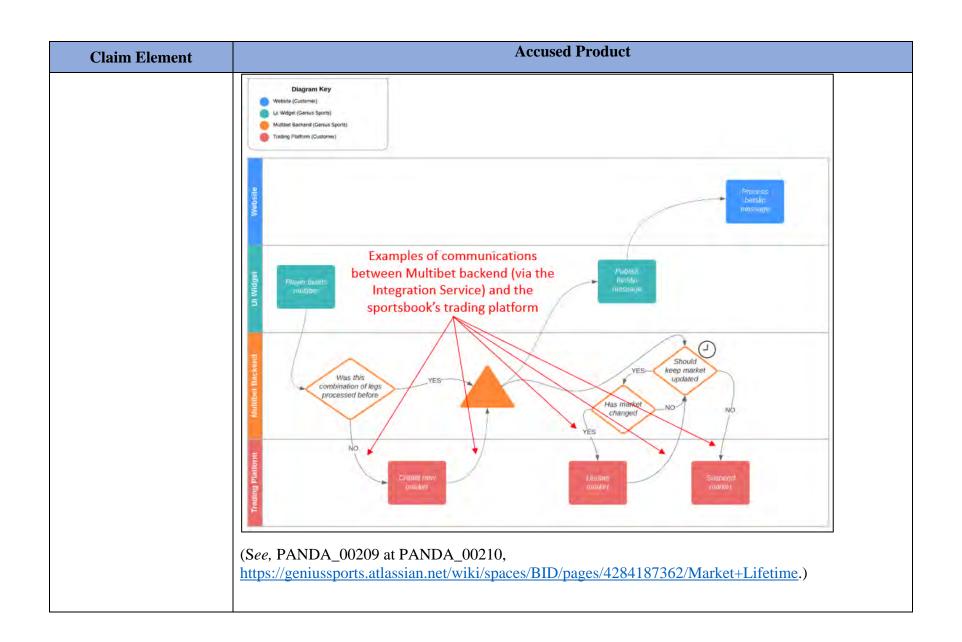




Claim Element	Accused Product
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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







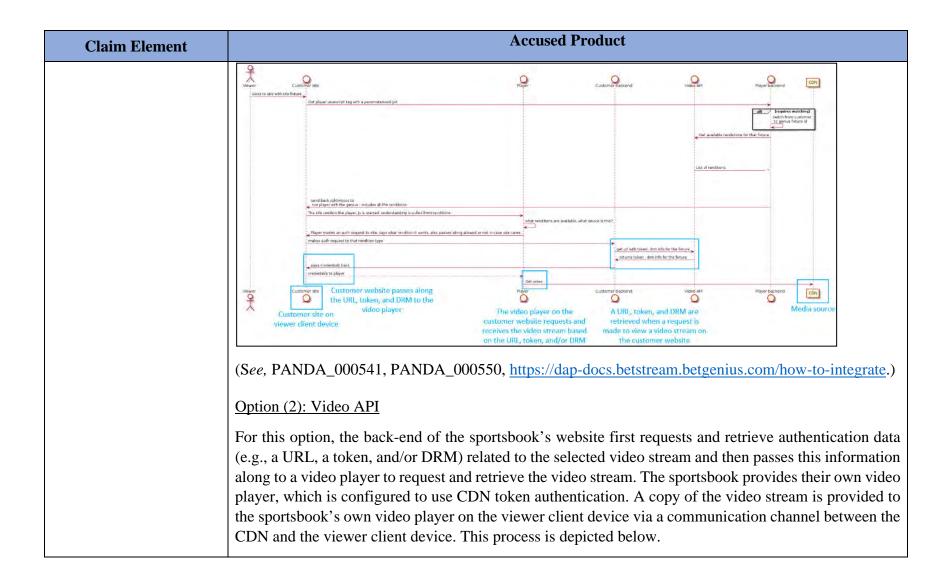
15. <u>Dependent Claim 24</u>

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

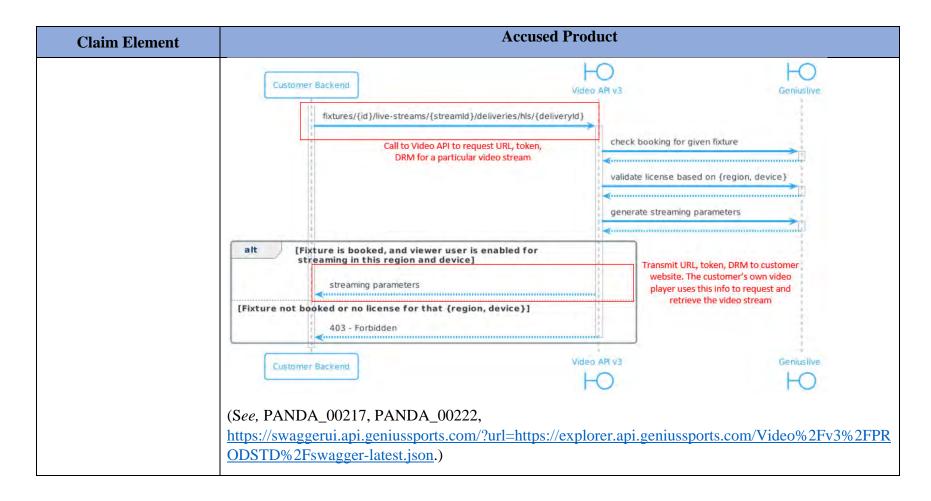
Claim Element	Accused Produ	ct
	commentators) and sponsor information (e.g., Amazon). On is communicated via an Internet communication channel by viewer client device.	
	FULL COURT PRESS MASCOT	Bring sports stories to life Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like: • Split-second shot probabilities • Distance to three-pointers • Real-time player speeds • Shot velocity • And much more
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.	amazon 100% PODABAUM OF SOFF DELIVERY

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

Claim Element	Accused Product
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook in their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a requestrom a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Claim Element	Accused Product
	GL-Video-v3 (SSS)
	[Base URL: ap1.geniussports.com/Video-v3/PRODSTD 1 https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream, you might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



16. <u>Dependent Claim 25</u>

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

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

Accused Product Claim Element Integrated betslip Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. Place \$200 bet to win \$328.23 (See https://geniussports.com/sportsbook/betvision/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...": New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules - bet365 among the first to go live Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."

Claim Element	Accused Product
	(See, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx .)
	Genius Sports offers several data-related product offerings to provide sportsbooks various data stream (betting data, sports data). In one example, the Accused Products use Multibet, which allows end user (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered t sportsbooks for integration into their trading platform.
	As shown in the screenshots below, Genius Sports transmits the soccer game score, total goal over/under, total corners, first goal scorer, player cards, etc.
	MultiBet Main Handicaps Match Result - Brazil Total Goals Over/Under - Brazil O 2.5 In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips. Players create the exact accumulator they want, during a single game, for example - Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal.

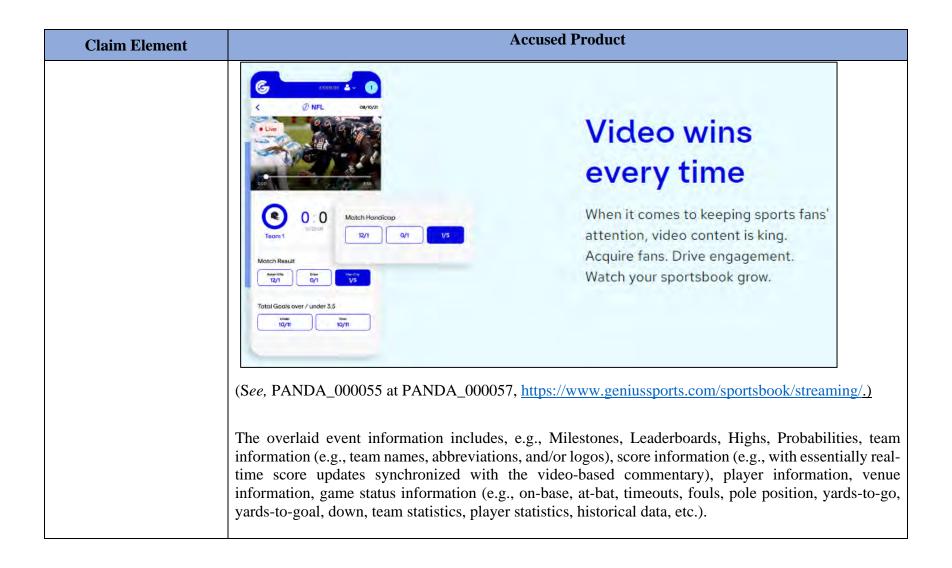
Claim Element	Accused Product
	 Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

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

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

17. <u>Independent Claim 27</u>

Claim Element	Accused Product
[27P] A system for providing a first copy of a first broadcaster's live stream of digital content including first live sporting event videobased commentary from a first broadcaster client device to a first viewer client device, the system comprising:	of digital content including first live sporting event video-based commentary from a first broadcaster client device to a first viewer client device."

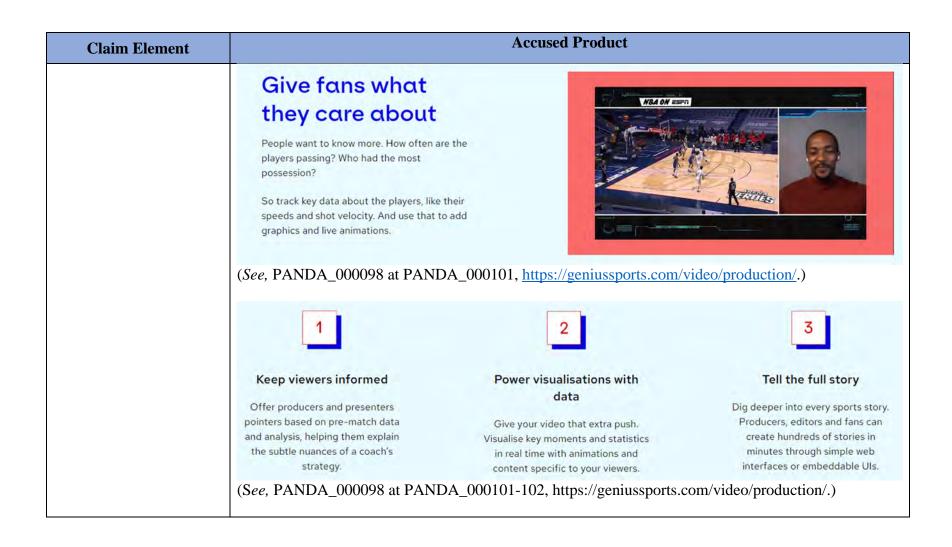


Claim Element	Accused Product
	Detgenius SC ESPINHO V SPORTING CP IN-PLAY PEATURED UP NEXT Voleybar Natch Result Scorning CF 128 O total Paints Oper/Voley Match Set Mandrap Scorning CF -2.5 6/5 -2.5 6/5 Scorning CF
	(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside with official data and live betting services":

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

Claim Element	Accused Product
	(See, PANDA_000176-PANDA_000177, https://geniussports.com/newsroom/genius-sports-builds-out-official-data-trading-and-live-streaming-partnership-with-tipsport/.) Further, the Accused Products are used by Genius Sports and/or in connections with its partners and/or customers, such as broadcasters, to "[c]apture live footage, create engaging video and distribute it around the world" for broadcasters and streaming platform or rights holders: Change how the world sees sport Capture live footage, create engaging video and distribute it around the world. Whether you're a broadcaster, a streaming platform or rights holder, you can give your audience what they want. The game. [See, PANDA_000069, https://geniussports.com/video/.) On information and belief, Genius Sports partners with one or more broadcasters to use, offer for sale, and/or sell the Accused Products:

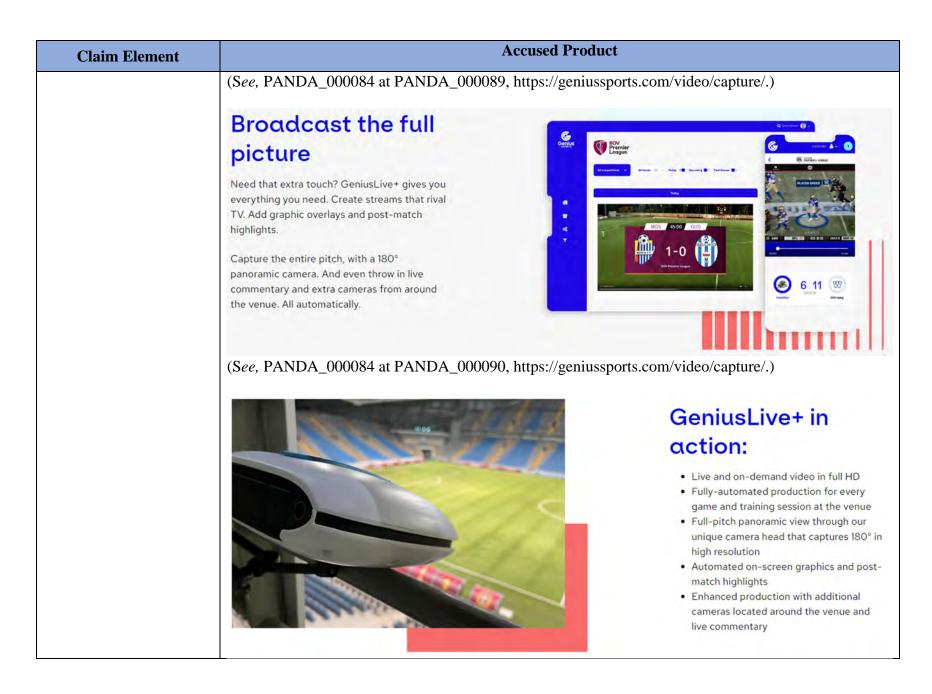
Claim Element			Accused 1	Product		
	We work with	partners world	dwide			
	⊚ CBS	TUrner	BT SPORT	ESPN	NFL	Premier League
	AFA	BLEAGUE	THE STATE OF THE S	LDF		FFORMAÇÃO DE PORTUGA
	10 M TO 1 M 1 W	on the biggest me	4550 1975 0 19 1 1 0FG	v.35.75	m/video/.)	
	⊚ CBS	ESPN	TUrner	BT SPORT	TSN	FOX
	(See, PANDA_0	00021 at PANDA	_000025, <u>https://g</u>	eniussports.com/p	oublishers-broadca	asters/.)
	and second broad commentary about	nd belief, the Acc lcaster's live strear ut a first and secor nd second pluralit	m of digital conternd live sporting ev	nt including first a ent from a first an	nd second video-b	pased



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

Accused Product Claim Element Bring sports stories to life Our optical tracking tech creates augmented, data-driven broadcasts. Adds special effects that change how fans see the game, like: · Split-second shot probabilities · Distance to three-pointers · Real-time player speeds · Shot velocity · And much more (See, PANDA_000496, https://geniussports.com/publishers-broadcasters/.) **CUSTOMER STORIES** CBS and Genius Win Sports Emmy for RomoVision CBS Fans want more control and greater levels of insight than ever. Discover how we combined rich live tracking data with sophisticated graphics to visualise expert commentator, Tony Romo's, live analysis. Read now (See, PANDA_000496 at PANDA_000497, https://geniussports.com/publishers-broadcasters/.)

Claim Element	Accused	d Product
	Get set up in 30 mins	
	If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the screen.	0.11.33 NOOM 0.11.03 0.10 0.1
	You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://	//geniussports.com/video/capture/.)
	,2	GeniusLive in action:
	JOBY In the latest part of the	1 camera system, fixed in-venue Up to full HD video streaming Unmanned system films the entire cour Installation within 30 minutes Graphic overlay (scoreboard) Additional handheld camera to take overvideo and audio Integrated with real-time fan engagement tools

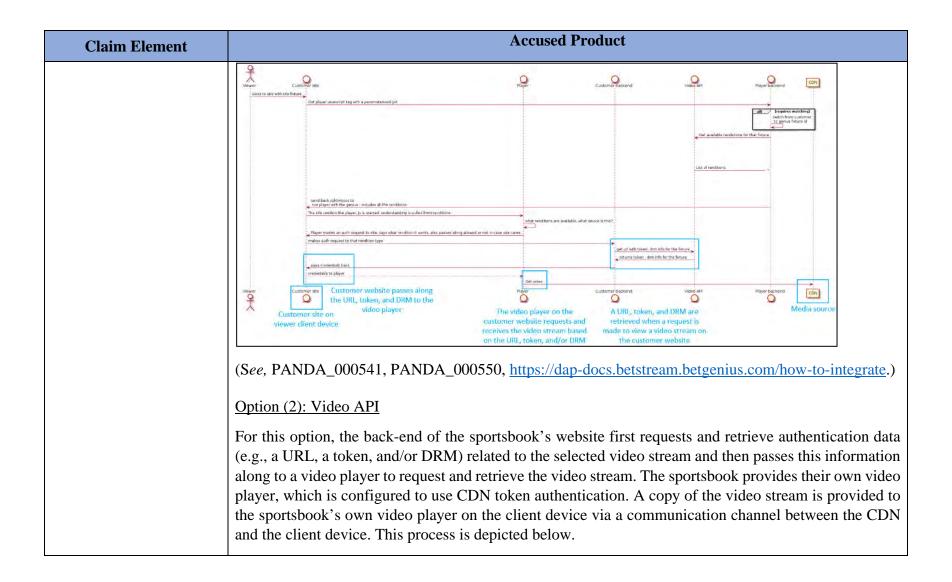


Claim Element	Accused Product		
	(See, PANDA_000084 at PANDA_000091, https://geniussports.com/video/capture/.)		
	The NFL appointed Genius Sports in April 2021 as its exclusive worldwide distributor of real-time official play-by-play statistics, proprietary Next Gen Stats (NGS) data, and the League's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

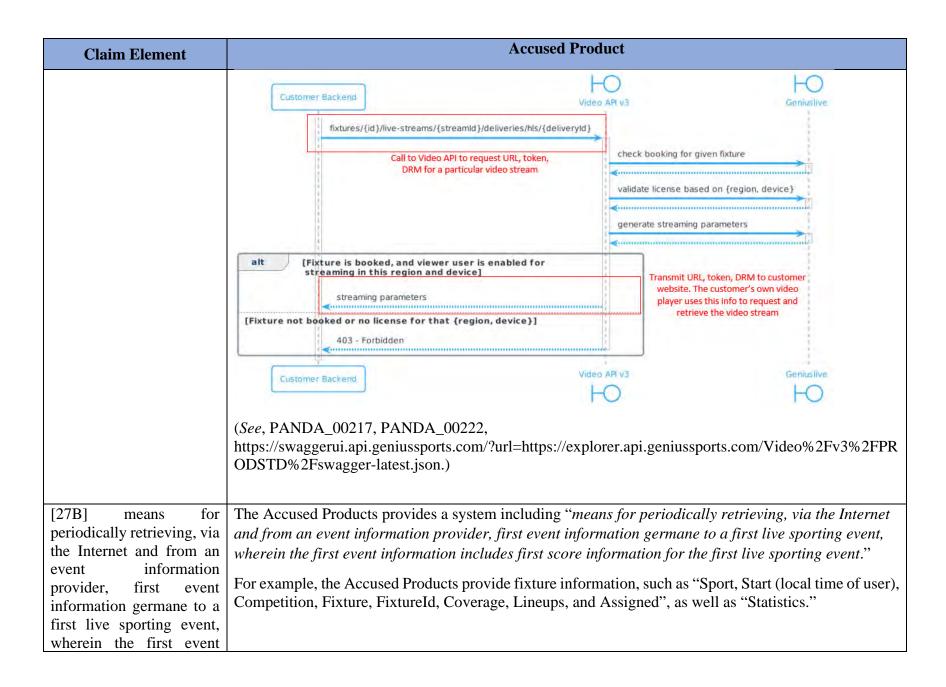
Claim Element	Accused Product
	SC ESPINHO V SPORTING CP IN-PLAY FEATURED UP NEXT O Volleyball Sporting CP Total Release Sever/Modes Sporting CP Total Release Sever/Modes Sporting CP Sporting CP
	(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	As stated below, the Accused Products pair "video, captured direct from pitch or courtside with official data and live betting services":

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

Claim Element	Accused Product
	information, the authentication data is passed along to the video player, which in turn transmits a requestrom a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



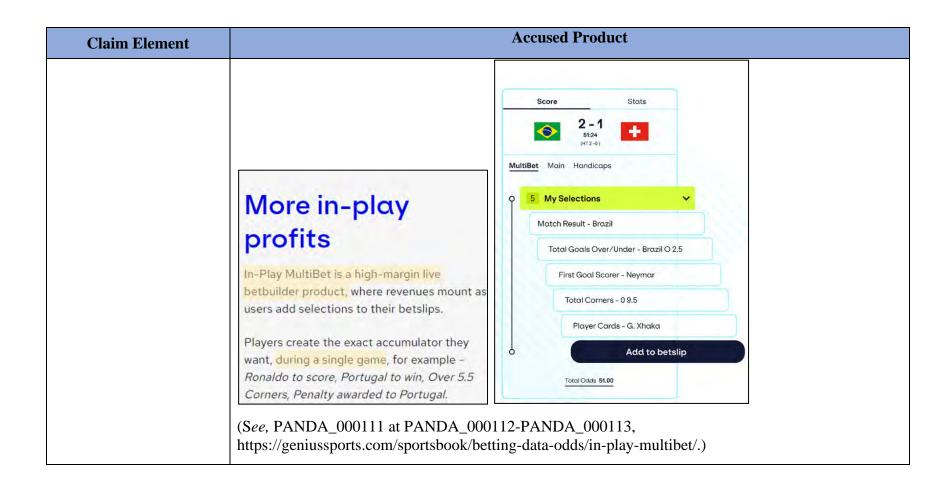
Claim Element	Accused Product
	GL-Video-v3 (III)
	[Base URL: apt.geniussports.com/Video vä/PRODSTD] https://explorer.api.geniussports.com/Video/vä/PRODSTD/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries.



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

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

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

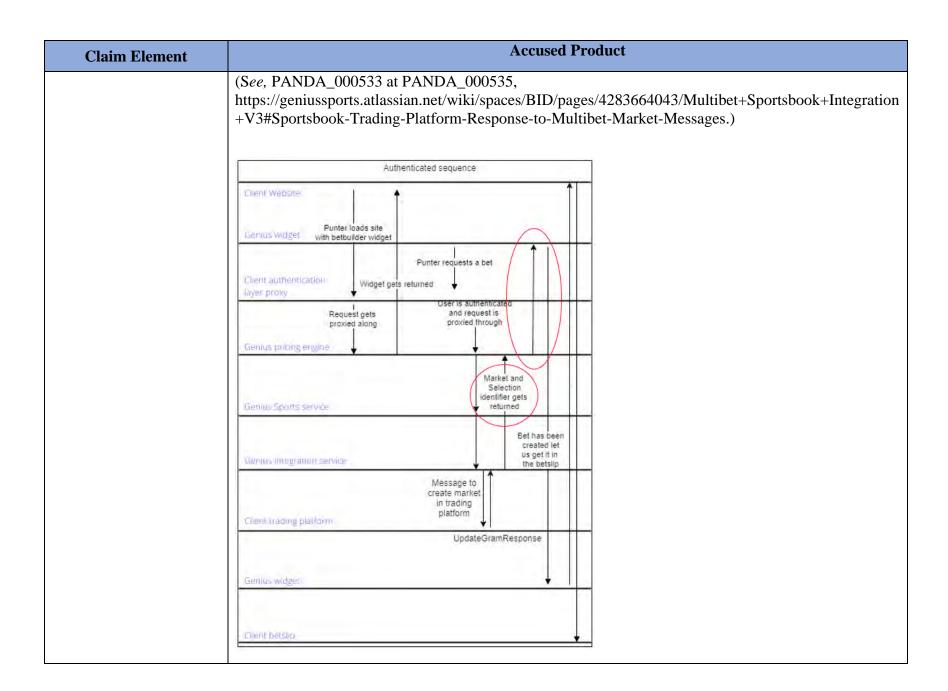


Claim Element	Accused Product	
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

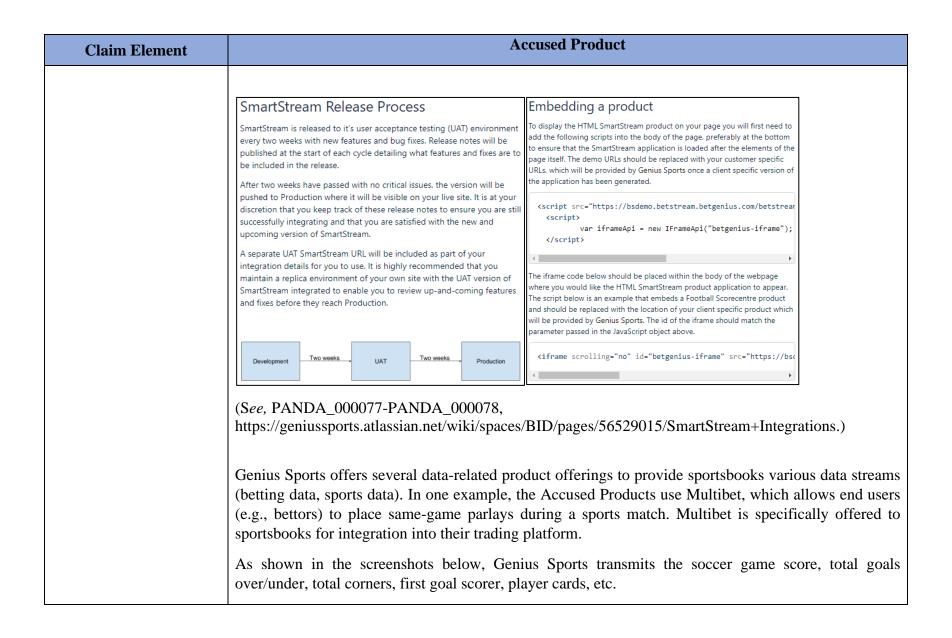
Claim Element	Accused	d Product
	Get set up in 30 mins	
	If you're looking for the simple solution, then you need GeniusLive. A single fixed camera, with full-HD streaming, which doesn't need a camera team and automatically adds the scoreboard to the screen.	0.11.33 NOOM DEED DEED
	You also get a handheld camera to grab that behind-the scenes footage: team talks, coach reactions and post-game interviews. (See, PANDA_000084 at PANDA_000088, https://	//geniussports.com/video/capture/.)
	,2	GeniusLive in action:
	JOBY Talanta Thirmade Talanta Thirmade To Talant	1 camera system, fixed in-venue Up to full HD video streaming Unmanned system films the entire coul Installation within 30 minutes Graphic overlay (scoreboard) Additional handheld camera to take over video and audio Integrated with real-time fan engagement tools

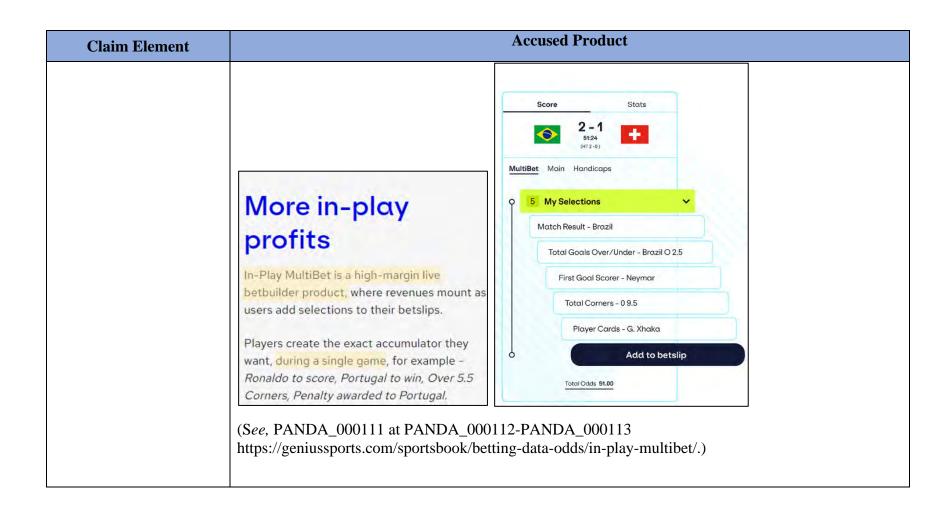
Accused Product Claim Element (See, PANDA_000084 at PANDA_000089, https://geniussports.com/video/capture/.) Broadcast the full BOV Premier League picture Need that extra touch? GeniusLive+ gives you everything you need. Create streams that rival TV. Add graphic overlays and post-match highlights. Capture the entire pitch, with a 180° panoramic camera. And even throw in live commentary and extra cameras from around the venue. All automatically. (See, PANDA_000084 at PANDA_000090, https://geniussports.com/video/capture/.) GeniusLive+ in action: · Live and on-demand video in full HD · Fully-automated production for every game and training session at the venue · Full-pitch panoramic view through our unique camera head that captures 180° in high resolution · Automated on-screen graphics and postmatch highlights · Enhanced production with additional cameras located around the venue and live commentary

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

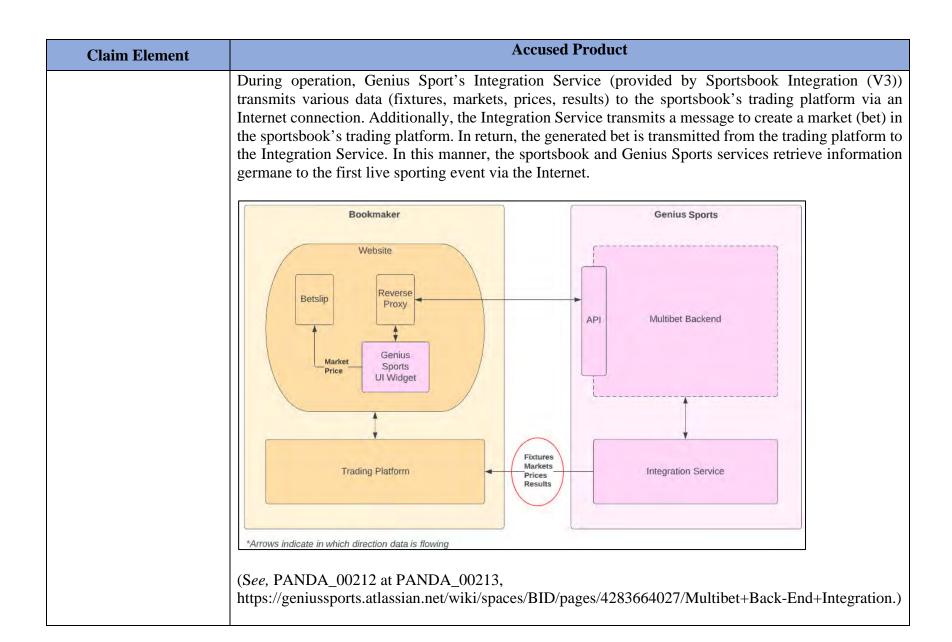


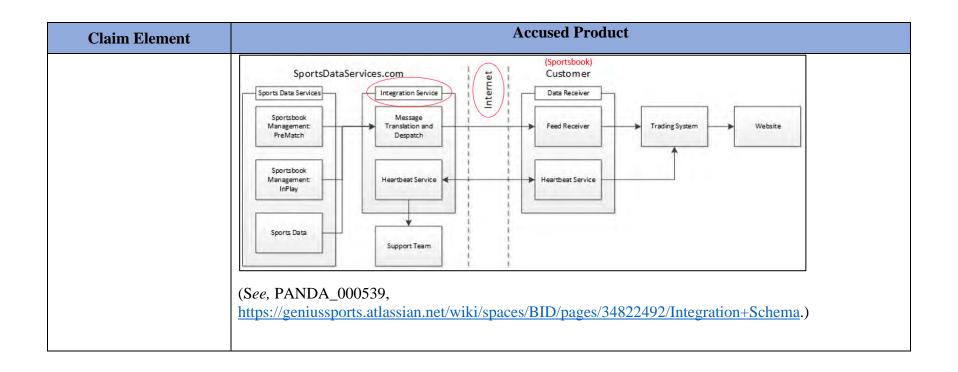
Claim Element	Accused Product
	(See, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius Sport's SmartStream integration.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

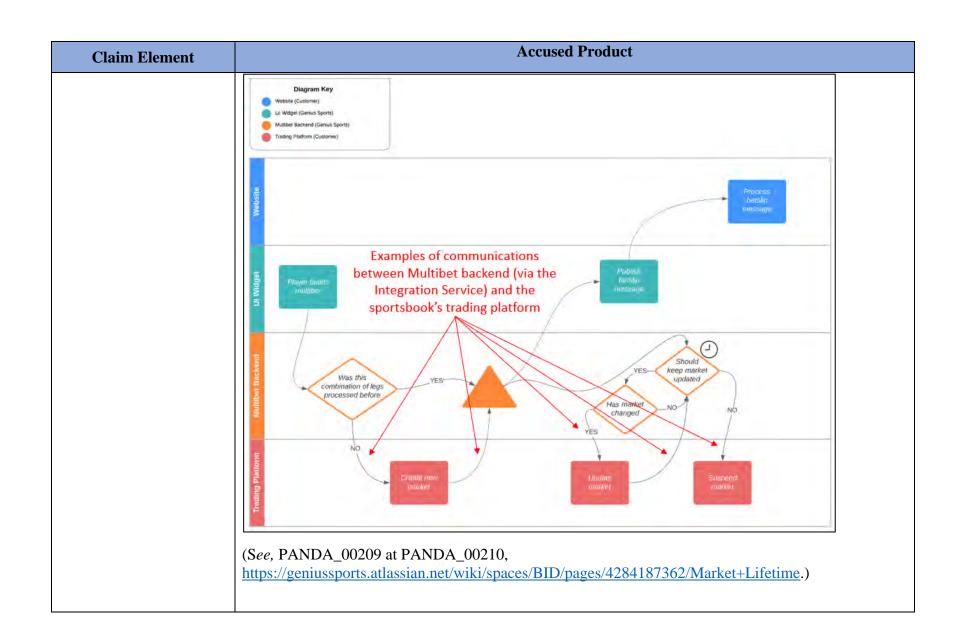




Claim Element	Accused Product	
	Genius Sports to provide sportsbooks with automated, AI-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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







18. <u>Dependent Claim 28</u>

Claim Element [28] The system of claim 27, further comprising: means for transmitting and receiving first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event. information communication channel.

Accused Product

The Accused Products provide the system of claim 27. See Claim 27, supra. See [27P]-[27C], supra. In addition, the Accused Products provides a system that further comprises "means for transmitting and receiving first chat information regarding the first live sporting event video-based commentary included in the first broadcaster's live stream of digital content via at least one first chat/system event Internet communication channel that is different from the first video communication channel and the first event information communication channel."

For example, the Accused Products transmit and receive chat information regarding the live stream of digital content, such as augmented, data-driven broadcasts (e.g., video-based commentary from television commentators) and sponsor information (e.g., Amazon). On information and belief, the chat information is communicated via an Internet communication channel between a chat/system event socket and a first viewer client device.



Bring sports stories to life

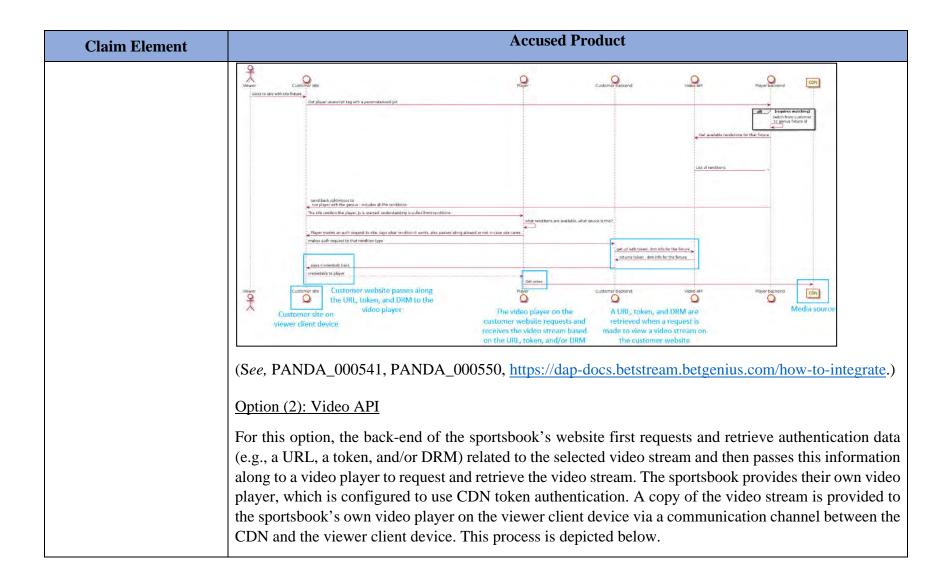
Our optical tracking tech creates augmented, datadriven broadcasts. Adds special effects that change how fans see the game, like:

- · Split-second shot probabilities
- Distance to three-pointers
- · Real-time player speeds
- Shot velocity
- · And much more

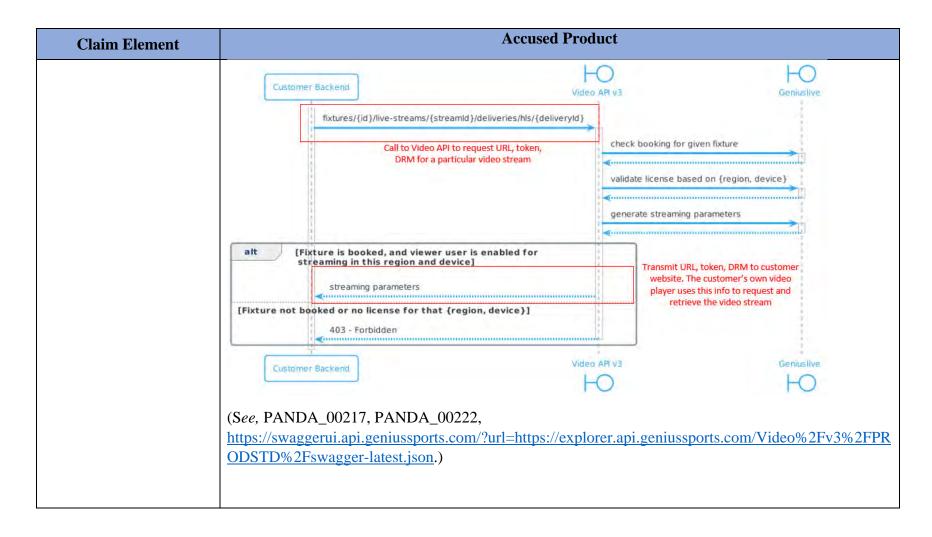
Claim Element	Accused Product
	Unlock new revenues Your sponsors brand can be placed in the 3D environment of the match and animated in response to live events such as goals scored, or even to proximity of players or the ball. Sponsors can apply their brand to full live games, delayed games or even social media clips.
	(See https://geniussports.com/publishers-broadcasters/) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside with official data and live betting services":

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

Claim Element	Accused Product
	authentication data related to the selected video stream. When the sportsbook's website retrieves the information, the authentication data is passed along to the video player, which in turn transmits a reque from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer client device, as claimed. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source: 1
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Claim Element	Accused Product
	GL-Video-v3 (IIII)
	[Base URL: api.geniussports.com/Yideo-vii/PRODSID] https://explorer.api.geniussports.com/Video/vii/PRODSID/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



19. <u>Dependent Claim 29</u>

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

Claim Element periodically retrieving includes means for updating the first score information and queueing an asynchronous message including the updated first information for score transmission on the first information event communication channel.

Accused Product

includes means for updating the first score information and queueing an asynchronous message including the updated first score information for transmission on the first event information communication channel."

For example, the Accused Products update live streaming event information, such as predicted scores and odds, in real-time.



Add fresh, dynamic content

Create polls, free-to-play games, widgets or data-driven content that updates in real-time. And collect first-party data to get a clearer idea of your audience and what they enjoy the most.

Accused Product Claim Element Integrated betslip Allow players to seamlessly place in-play bets within the streaming interface with our integrated betslip. Remove friction, show your latest odds and add excitement to live betting. Place \$200 bet to win \$328.23 (See https://geniussports.com/sportsbook/betvision/.) The Accused Products combine live sports data and live sports video. As stated below, the Accused Products pair "video, captured direct from pitch or courtside ... with official data and live betting services...": New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules - bet365 among the first to go live Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world. Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks. By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods. All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products. "Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live

betting experience."

Claim Element	Accused Product
	(See, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
	Genius Sports offers several data-related product offerings to provide sportsbooks various data streat (betting data, sports data). In one example, the Accused Products use Multibet, which allows end us (e.g., bettors) to place same-game parlays during a sports match. Multibet is specifically offered sportsbooks for integration into their trading platform.
	As shown in the screenshots below, Genius Sports transmits the soccer game score, total go over/under, total corners, first goal scorer, player cards, etc.
	Score Stats 2-1 51:24 (1172-0) MultiBet Main Handicaps Match Result - Brazil Total Goals Over/Under - Brazil O 2.5
	In-Play MultiBet is a high-margin live betbuilder product, where revenues mount as users add selections to their betslips. First Goal Scorer - Neymar Total Corners - 0 9.5 Player Cards - G. Xhaka
	Players create the exact accumulator they want, during a single game, for example - Ronaldo to score, Portugal to win, Over 5.5 Corners, Penalty awarded to Portugal.

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

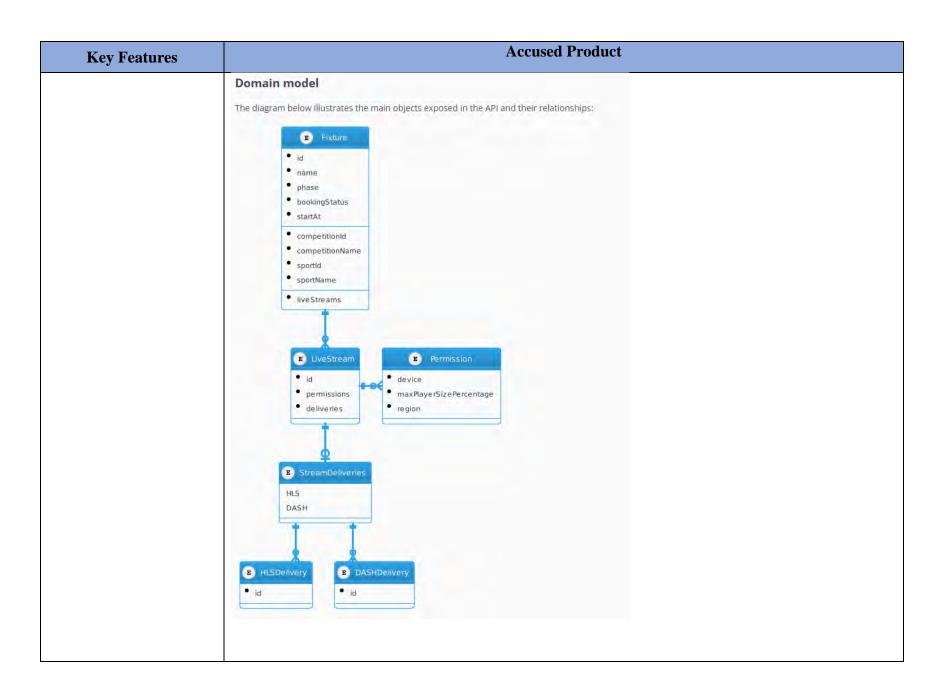
Claim Element	Accused Product
	message including the updated first event information for transmission to the at least one first event socket of the at least one socket server.
	Fixtures Push v2
	Owned by Raiko Pajur ••• Last updated: Jul 03, 2023 • 4 min read
	Table of Contents
	• Description
	Architecture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

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

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

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

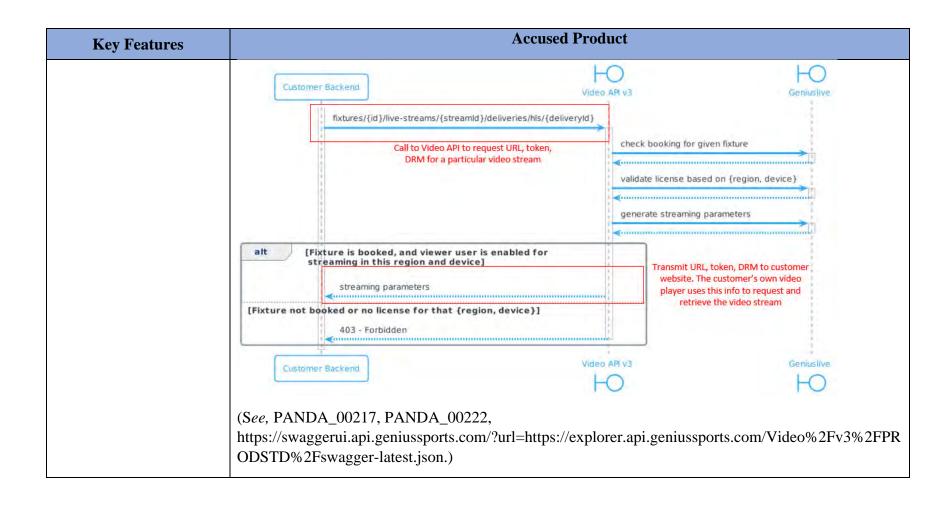
Key Features	Accused Product
representing the first broadcaster's live stream of digital content; and	For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live stream using a sportsbook's own video player.
	For video API option, Genius Sports uses HTTP live streaming (HLS) protocol to deliver live stream of digital content. On information and belief, Genius Sports streaming product comprises an HLS mother server to receive the HLS file suite representing the live stream of digital content, such as the HLSStreamResponse.
	GL-Video-v3 [Base URL: apt. gentussports.com/Video-va/PRODSTD 1 https://explorer.apl.gentussports.com/Video/va/PRODSTD/awagger-latest.json Video Streaming API The video streaming API is used by customers to:
	 Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback. This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.

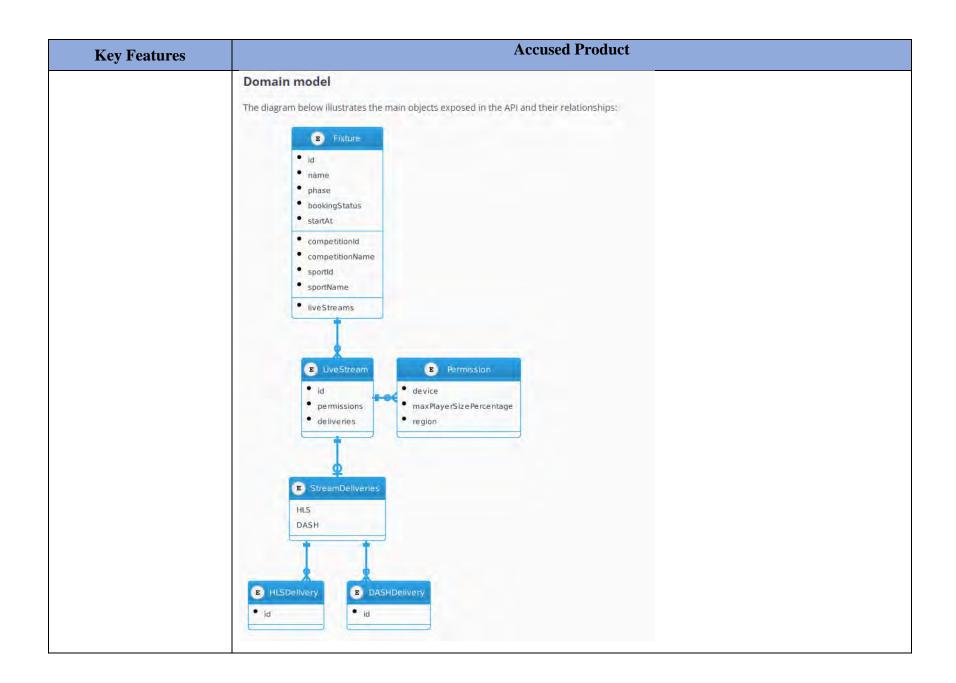


Key Features	Accused Product
	(See,
	https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR
	ODSTD%2Fswagger-latest.json.)
	Live streams and deliveries
	A LiveStream represents one video feed for a given fixture. Tipically, a fixture will only have one stream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

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

Key Features	Accused Product
	(HLS CDN), to provide the first copy to the first viewer client device via the first video communication channel through HLSStreamRequest and HLSStreamResponse.
	GL-Video-v3 [Base URL: apt.geniussports.com/Video-va/PRODSTD] https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the Streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)





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

Key Features	Accused Product	
	(See, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR ODSTD%2Fswagger-latest.json.) HLSStreamResponse string(sdate-time)	
	(See, https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR ODSTD%2Fswagger-latest.json.) HLSStreamRequest endUserSessionId* string maxLength: 1824 Not personally identifiable ID, depicting a single end user session on the customer side. Must be consistent for the length of a single end user (the viewer of the content), meaning each user viewing the content should have a single ID for the duration of their being logged in on the customer side.	
	device* Device string The type of device making a request to play the content. It must be one of: {MOBILE, TABLET, DESKTOP, OTT}. region string The geographic region from where the end-user is attemping to receive the video stream. This value must correspond to one of the regions returned by the /regions endpoint. } (See,	
	https://swaggerui.api.geniussports.com/?url=https://explorer.api.geniussports.com/Video%2Fv3%2FPR ODSTD%2Fswagger-latest.json.)	

Exhibit 3

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

I. <u>Introduction</u>

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

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

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

We work with partners worldwide

























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

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

Defendant encourages, instructs, directs, and/or requires third parties—including its certified partners and/or customers—to use the Accused Products in infringing ways. Defendants further encourages and induces its customers to infringe claims 1-30 of the '218 Patent: 1) by widely advertising those services, and providing technical support and instructions to users, and 2) through activities relating to marketing, advertising, promotion, installation, support, and distribution of the Accused Products, including its video PANDA 000055-PANDA 000064, and services in the United streaming software. States. (See https://www.geniussports.com/sportsbook/streaming/.) Further, as the entity that provides installation, implementation, and integration of the Accused Products in addition to ensuring the Accused Product remains operational for each customer through ongoing technical support, on information and belief, Defendant and/or its partners affirmatively aid and abet each customer's use of the Accused Products in a manner that infringes the '218 Patent.

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

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

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

II. <u>CLAIM CHARTS</u>

1. <u>Independent Claim 1</u>

Kev Features Accused Product [1.P] A system for The Accused Products comprise "a system for controlling a plurality of viewer client devices to receive controlling a plurality of first digital content relating to a first sporting event and first event information germane to the first viewer client devices to sporting event, the first event information including online gaming information." receive first digital For example, the Accused Products can be accessed through web browsers where a video player in be content relating to a first integrated into the website using API to transmit the video stream related to a match wherein the score sporting event and first event information and match details are updated live on the multibet widgets on a user device. germane to the first In addition, the Accused Products include both a live stream of a sporting event and overlayed event sporting event, the first information germane to the sporting event. event information including online gaming information, the system comprising: Video wins every time When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow.

(See PANDA 000055 at PANDA 000057, https://www.geniussports.com/sportsbook/streaming/.)

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

Key Features	Accused Product
	Schedule
	This is where you select the booked fixtures for viewing.
	For each fixture, you will see the following information:
	 Sport - the sport of the fixture Start (local time of user) - the start time of the match, in your time zone (based on your device's current time). Competition - the league or tournament to which this match belongs. Fixture - the teams or competitors in this match. Fixtureld - unique id per fixture per sport Coverage - indicates whether the event is covered from the Venue or TV Lineups - indicates whether the event has lineup information or not Assigned - check this box to add this fixture to your Live tab. The All Fixtures tab displays all available fixtures in your selected date range. The Scheduled Fixtures tab
	displays only fixtures that you have selected. By default, the Schedule displays fixtures with start times from -3 hours to +12 hours from the current time. Use the Filter button to expand your selection of fixtures, and to filter by coverage type and lineups availability
	Not all fixtures from the selected Date Range are loaded at once. The user can see the first batch of fixtures and scrolling down will automatically load more fixtures.
	(See, PANDA_000196 at PANDA_000198, https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manua

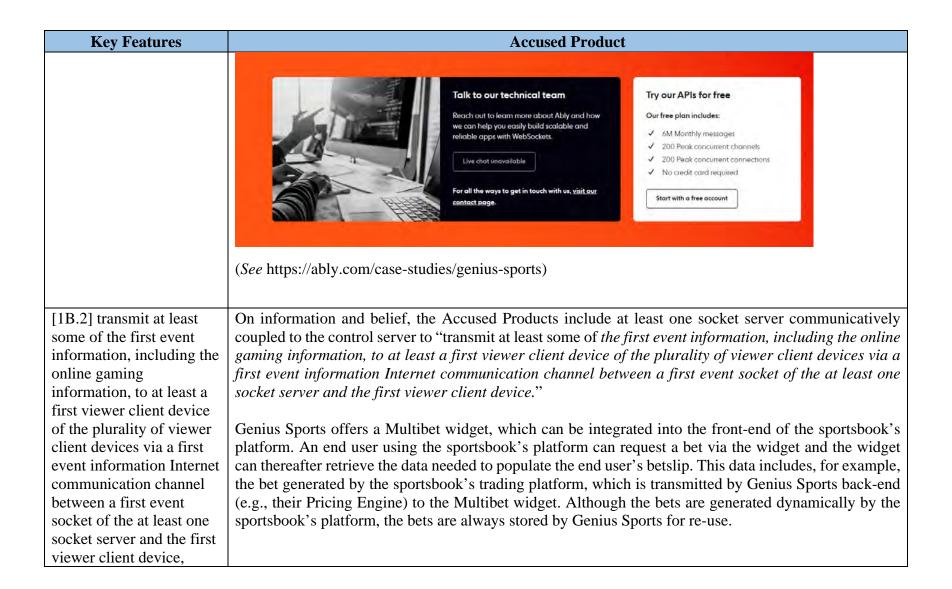
Key Features	Accused Product		
-	Statistics		
	Statistics show the number of events of each type in this match, per side.		
	Clicking the 🙃 opens Time Based Statistics filter menu.		
	User can apply only one of the filters from the list, which updates the statistics based on the selected filter. Text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

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

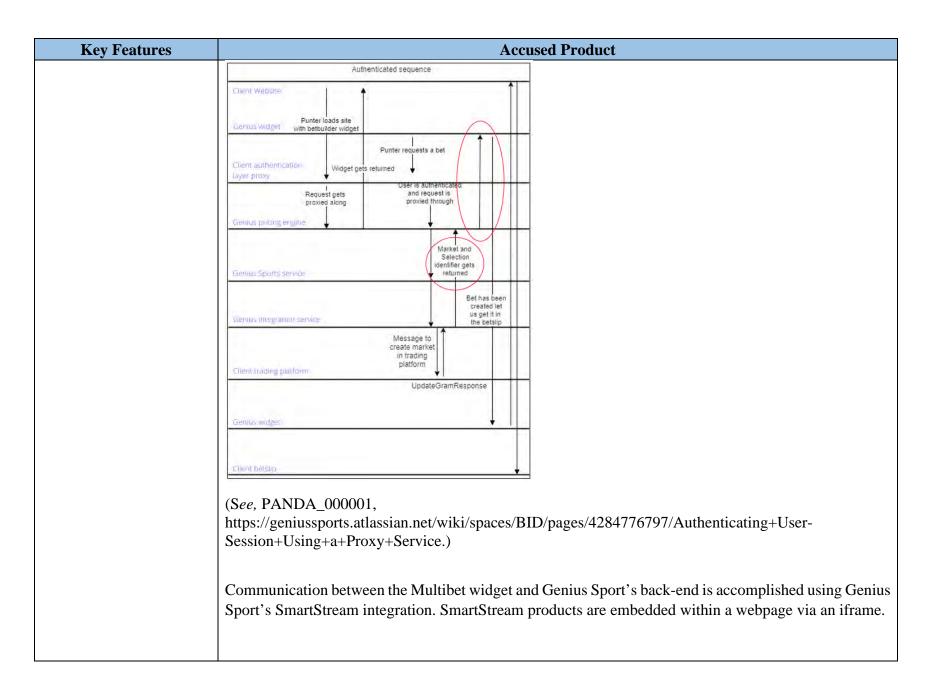
Key Features	Accused Product	
	© NFL Oursys	Video wins every time
	Match Handicap Team 1 12/1 Match Result Match Result Approximation 12/1 Total Gaals over / under 3.5 Total Gaals over / under 3.5 Total Gaals over / under 3.5	When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow.
[1B] at least one socket server communicatively coupled to the control server to: [1B.1] receive from the control server at least the first event information; and	On information and belief, the Accupled to the control server to: refer to example, the Accused Production	

Key Features	Accused Product
	Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	/v2/{sport}/publish
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141,
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
	In addition, Genius Sports "relies on Ably to handle live sports and betting data delivery across 80 appropriate — each dedicated to a different sport" and Ably "can help [customers] easily build scalable and reliable apps with WebSockets."

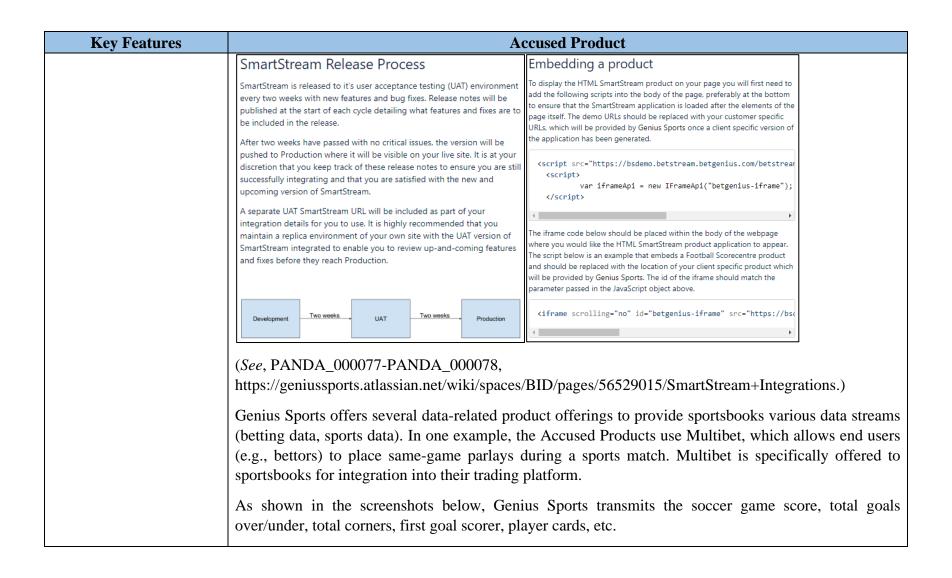
Key Features	Accused Product	
	Infrastructure teams can	
	"sleep easy" and	
	developers are free to	
	innovate	
	Genius Sports now relies on Ably to handle live sports and betting data delivery across 80 apps – each dedicated to a different sport. Concerns about latency are gone - with 300+ points of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

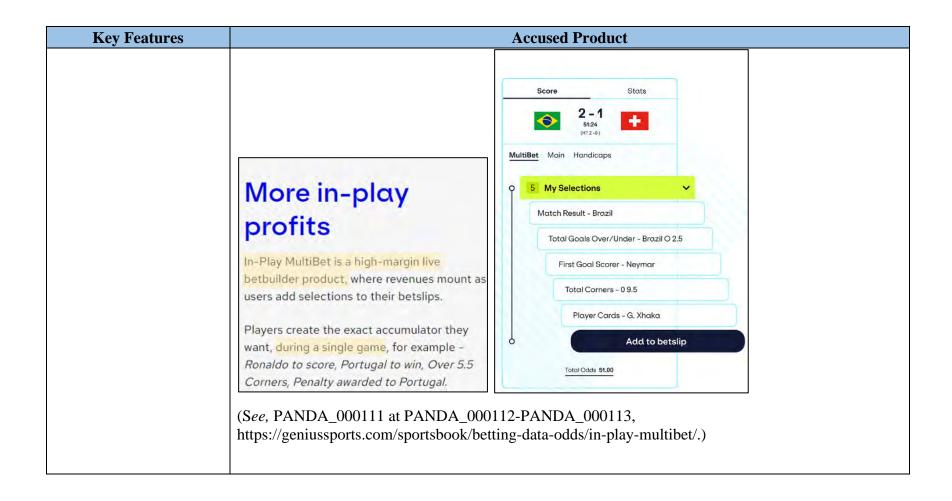


Key Features	Accused Product	
	In this document, you'll find a brief description of the new Multibet widget front-end structure. The multibet widget product is designed to allow bettors to place several bets related to a fixture in pre-match or in-play. Initially, American football and football (soccer)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



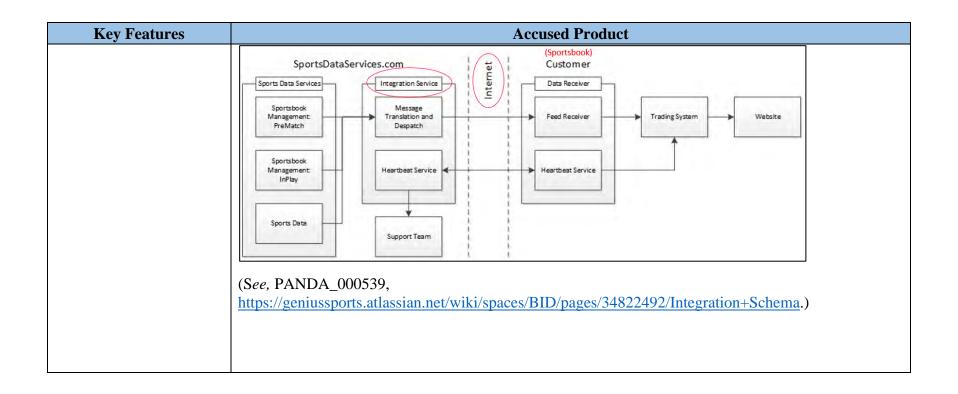
Key Features	Accused Product		
	Multibet Widget Integration		
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection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

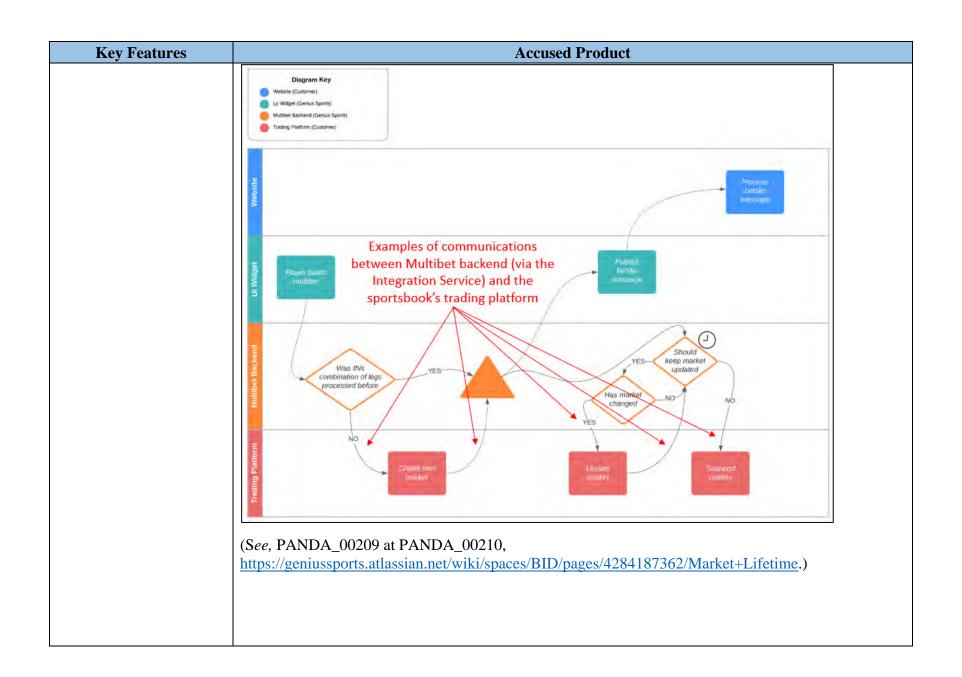




Key Features	Accused Product	
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

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





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

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

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

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

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

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

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

Key Features	Accused Product
	Option (1): Drop & Play
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source: 1 Script 2 src="https://genius-live-player-production.betstream.betgenius.com/widgetLoader? customerId=YOUR_CUSTOMER_ID&fixtureId=YOUR_FIXTURE_ID"> 3 Script>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> — Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

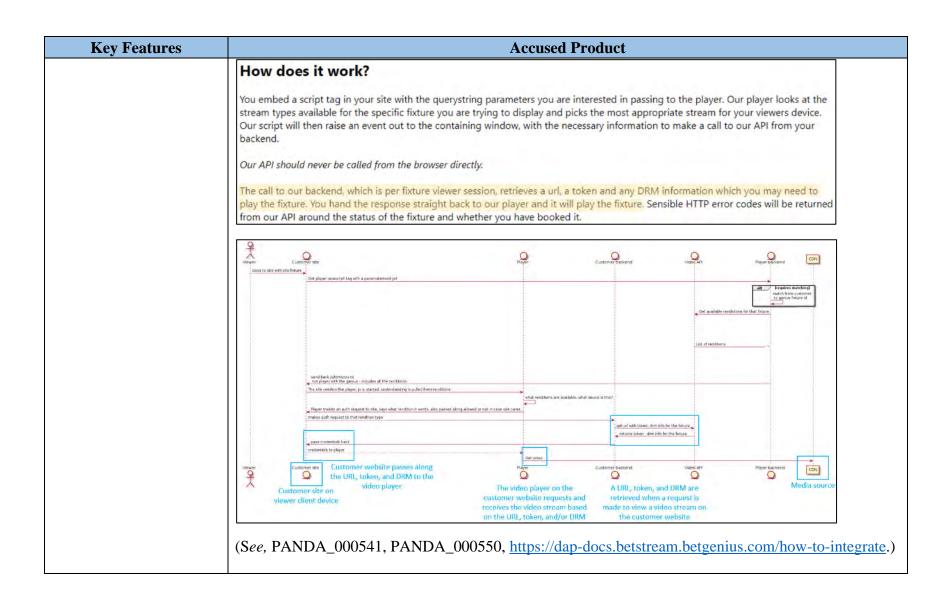
Key Features Accused Product How does it work? You embed a script tag in your site with the guerystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. Our API should never be called from the browser directly. The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it. Get player javascript tag with a paramaterised sand back (shtmi)cos to run player with the genius - richides all the remitions. The site renders the player, is is started, understanding is pulled from rendtions what renditions are available, what device is the Player makes an auth request to site, says what rendition it wants, also passes along allowed or not in case site cares. makes outh request to that rendition type set url with token, drm info for the fixture. returns taken , drm info for the fixture redentials to player Customer website passes along the URL, token, and DRM to the The video player on the A URL, token, and DRM are customer website requests and retrieved when a request is viewer client device receives the video stream based made to view a video stream on (See, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) Option (2): Video API For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.
	GL-Video-v3 [Base URL: ap1.gen3ussports.com/Video-v3/PRODSTD 1 https://explorer.apl.geniussports.com/Video/v3/PRODSTO/swagger-latest_ison
	Video Streaming API
	The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

Key Features	A	ccused Product	
	Customer Backend	Video API v3	Geniuslive
	fixtures/{id}/live-streams/{streamld}/deliveries	s/hls/{deliveryld}	
	Call to Video API to request URL,	token,	ck booking for given fixture
	DRM for a particular video str	i	data Vanning brand as (abrilan da da)
	i	Vali	date license based on {region, device}
		ger	nerate streaming parameters
	alt [Fixture is booked, and viewer user is enable streaming in this region and device]	d for	Transmit URL, token, DRM to customer
	streaming parameters		website. The customer's own video player uses this info to request and
	[Fixture not booked or no license for that {region, devic	e}]	retrieve the video stream
	Customer Backend	Video API v3	Geniuslive —O
	(See, PANDA_00217, PANDA_00222, https://swaggerui.api.geniussports.com/?url=ODSTD%2Fswagger-latest.json.)	https://explorer.a	pi.geniussports.com/Video%2Fv3%2FPR
[1C.2] a first socket address of the first event socket to establish the first event information	The Accused Products include at least one we socket to establish the first event information information."		
Internet communication channel to carry the online gaming	For example, the Accused Products comprise a viewer via a port. The method is used to se to be received. The request from the user has	end from the API	the port number from where the stream is
information.	client device form the assigned port/socket v	-	ne reeds which return the video feed to the

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

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

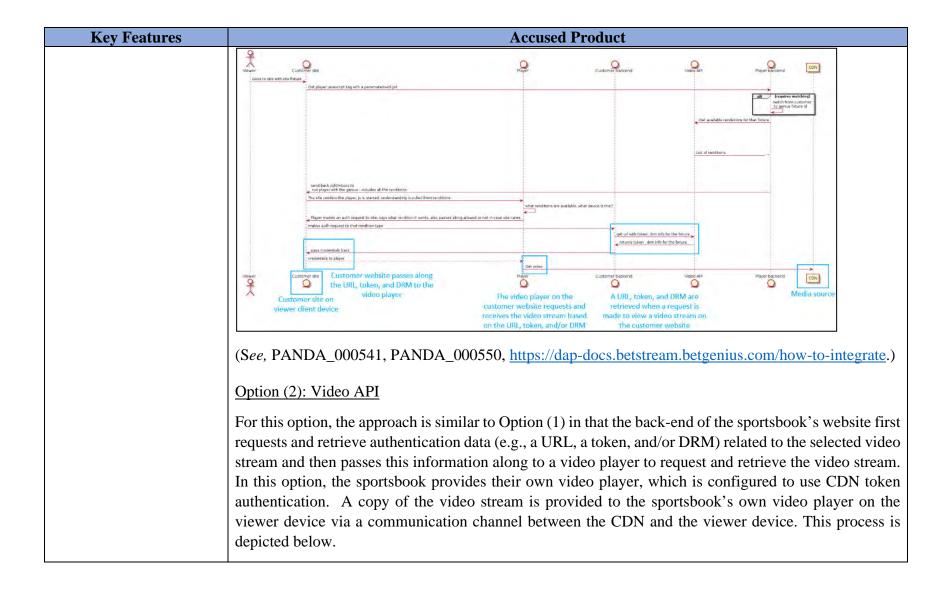


Key Features	Accused Product
	Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	Connection
	There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

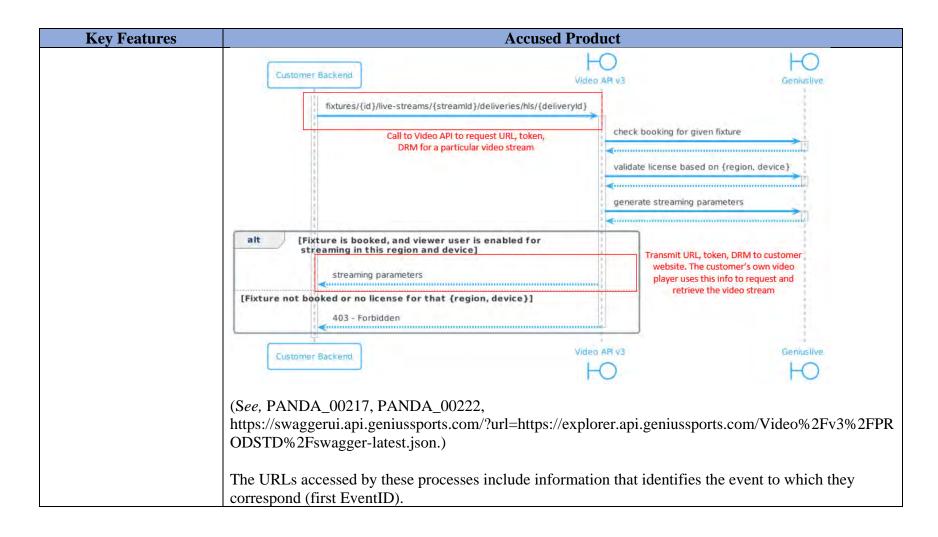
2. <u>Dependent Claim 2</u>

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

Key Features	Accused Product
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 [Base URL: apt.geniussports.com/video-v3/PRODSTD 1 https://explorer.apl.geniussports.com/video/v3/PRODSTD/swagger-latest.json
	Video Streaming API The video streaming API is used by customers to: Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself. It only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	 Geo-locate the viewer to know the region where the playback is requested Validate if the viewer meets at least one of the permissions required by the selected live stream Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. Call your backend to get the streaming parameters from the Video API. Play the content using CDN token authentication (and DRM for specific competitions).



3. <u>Dependent Claim 3</u>

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

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

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

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

Key Features	Accused Product
•	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[4B] in B), the at least	The Accused Products comprise a system where "at least one socket server transmits at least some of the
one socket server	first event information, including the online gaming information germane to the first sporting event, to
transmits at least some of	the second viewer client device via the second event information Internet communication channel, such
the first event	that the online gaming information is shared in a synchronized manner by the first viewer client device
information, including the	and the second viewer client device."
online gaming	
information germane to	See Claim 1 supra.
the first sporting event, to	
the second viewer client device via the second	In addition, in the Accused Products, "data is synchronized with Genius' data distribution network, ensuring low latency, accurate, reliable delivery of play-by-play data."
event information Internet	Fail-safe data and video capture
communication channel, such that the online gaming information is shared in a synchronized manner by the first viewer	Genius' in-venue data collection systems are designed to continue to function when disconnected from supporting systems, ensuring statisticians can continue to collect rich sports data unimpeded. When disconnected from the internet, these systems will continue to support officials, teams, scoreboards, and broadcasters in the venue. While connected, data is synchronized with Genius' data distribution network, ensuring low latency, accurate, reliable delivery of play-by-play data. The unique sport-specific user interface workflows ensure the most time critical data is delivered at the earliest opportunity while still allowing the collection of a rich dataset.
client device and the second viewer client	Supplementing the data solutions, automated cameras allow sports leagues to produce live streaming content for delivery through the distribution network.
device.	Automated monitoring, remote management, and Al-driven production mean minimal interaction is required from sports leagues once the solution has been installed which, alongside Genius' innovative hardware solution, reduces production costs.

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

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

Key Features	Accused Product
[5.P] The system of claim	The Accused Products comprise the system of claim 4. See Claim 4, supra.
4, wherein:	
[5.A] the first socket	The Accused Products comprise the system wherein "the first socket address transmitted by the at least
address transmitted by the	one webserver to the second viewer client device includes the first event identifier (first EventID) that
at least one webserver to	corresponds to the first event socket, such that the second viewer client device uses a second URL
the second viewer client	including the first event identifier (first EventID) in the second URL to connect to the first event
device includes the first	socket."
event identifier (first	
EventID) that corresponds	See Claim 4, supra.
to the first event socket,	See Claim 2, supra.
such that the second	
viewer client device uses	
a second URL including	
the first event identifier	
(first EventID) in the	
second URL to connect to	
the first event socket.	

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

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

Key Features	Accused Product
[6.A] in A), the control	The Accused Products include a system where "the control server is a single point of entry for the system
server is a single point of	to obtain the first event information including the online gaming information to reduce synchronization
entry for the system to	errors between the first viewer client device and the second viewer client device."
obtain the first event	For example, the Accused Products send "a stream of messages over a long running socket" to
information including the	accomplish the "API call to send real time data to the Warehouse/Statistics Engine."
online gaming information to reduce	accomplish the Arrean to send real time data to the warehouse/statistics Eligine.
synchronization errors	Introduction
between the first viewer	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over
client device and the	a long running socket. Pending network problems the connection should remain open for the length of the match.
second viewer client	
device.	Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage
	returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	/v2/{sport}/publish
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1
	Host: localhost:8000 Connection: keep-alive
	Commercial News and Commer
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141,
	(000,1111011_0001371111011_000171,

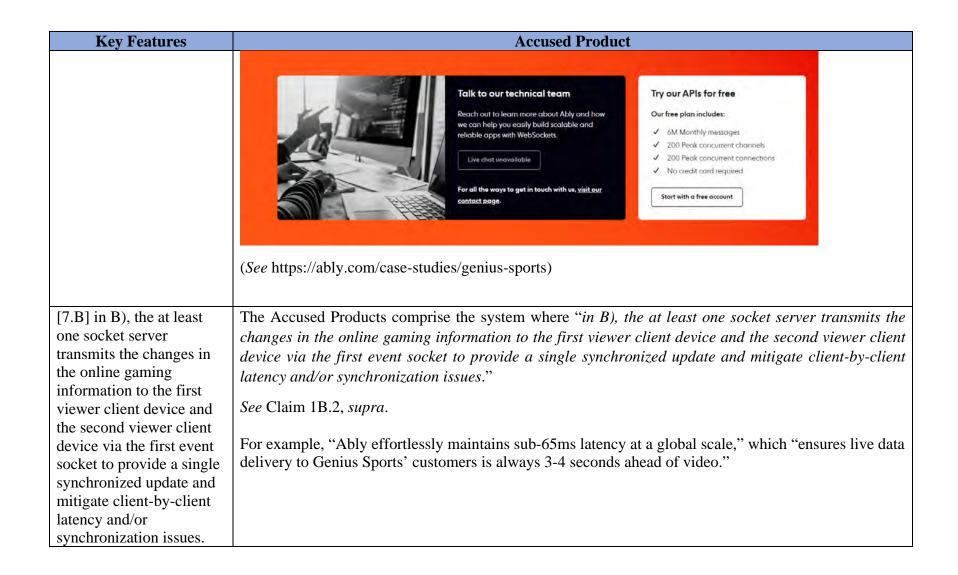
Key Features	Accused Product
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)

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

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

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

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



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

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

Key Features	Accused Product
[8.P] The system of claim	The Accused Products comprise the system of claim 4. See Claim 4, supra.
4, wherein:	
[8.A] in C), the at least	The Accused Products comprise the system "in C), the at least one webserver transmits to the second
one webserver transmits	viewer client device one of: the first address of the first media source to establish a second video

Key Features	Accused Product
to the second viewer client device one of: the first address of the first media source to establish a second video Internet communication channel between the first media source and the second viewer client device to receive the first digital content relating to the first sporting event; or a second address of a second media source to establish an alternate second video Internet communication channel	Internet communication channel between the first media source and the second viewer client device to receive the first digital content relating to the first sporting event; or a second address of a second media source to establish an alternate second video Internet communication channel between the second media source and the second viewer client device to receive second digital content relating to the first sporting event." For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine." Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match. Connection There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas.
establish an alternate second video Internet	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two

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

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

Key Features	Accused Product
[9.P] The system of claim	The Accused Products comprise the system of claim 8. See Claim 8, supra.
8, wherein:	
[9.A] the second client	The Accused Products comprise the system wherein "the second client device is a subscriber to one of:
device is a subscriber to	the first media source and/or the first digital content relating to the first sporting event; or the second
one of:	media source and/or the second digital content relating to the first sporting event."
the first media source	
and/or the first digital	For example, "[o]nce a consumer successfully subscribes for updates, they would receive every update
content relating to the	of the data for the sport event that is generated after the point of their subscription."
first sporting event; or	
the second media source	
and/or the second digital	
content relating to the	
first sporting event; and	

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

Key Features	Accused Product
in C), the at least one webserver transmits to the	The Accused Products comprise the system wherein "in C), the at least one webserver transmits to the
	second viewer client device one of: a first identifier (first StreamID) for the first media source and/or
second viewer client	the first digital content as at least a portion of the first address if the second client device is a
device one of:	subscriber to the first media source and/or the first digital content; or a second identifier (second
a first identifier (first	StreamID) for the second media source and/or the second digital content as at least a portion of the
StreamID) for the first	second address if the second client device is a subscriber to the second media source and/or the second
media source and/or the	digital content."
first digital content as at	
least a portion of the first address if the second	For example, the Accused Products rely upon streamKeys to identify and authorize access to streams.
client device is a subscriber to the first media source and/or the first digital content; or	The unique authorisation key that allows the streaming of the match streamKey string(30)
a second identifier (second StreamID) for the	Example - HTTP
second media source and/or the second digital content as at least a portion of the second	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
address if the second client device is a	Example - RAW
subscriber to the second media source and/or the second digital content.	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153

10. <u>Dependent Claim 10</u>

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

Key Features

[10.A] in B), the at least one socket server further transmits first real-time information relating to the first digital content to at least the first viewer client device of the first plurality of viewer client devices via a first realtime information Internet communication channel between a first real-time information socket of the at least one socket server and the first viewer client device, wherein the first real-time information socket corresponds to the first digital content relating to the first sporting event; and

Accused Product

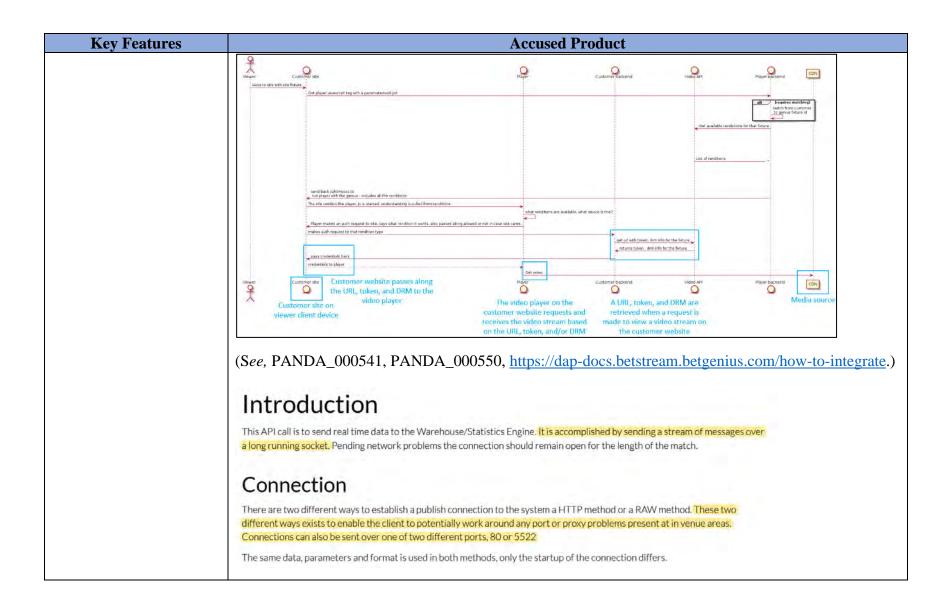
The Accused Products comprise the system wherein "in B), the at least one socket server further transmits first real-time information relating to the first digital content to at least the first viewer client device of the first plurality of viewer client devices via a first real-time information Internet communication channel between a first real-time information socket of the at least one socket server and the first viewer client device, wherein the first real-time information socket corresponds to the first digital content relating to the first sporting event."

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



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

Key Features	Accused Product	
	Insert a script tag defining the desired fixture and the bookmaker source:	
	<pre>1</pre>	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter	
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of	
	How does it work?	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.	
	Our API should never be called from the browser directly.	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.	



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

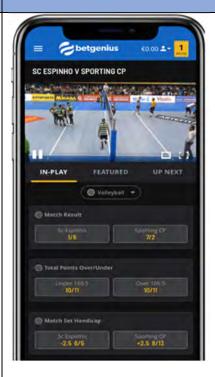
11. Dependent Claim 11

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

Key Features

one photo; advertising content; an indication of a viewer joining or leaving the first digital content; at least one digital gift; and/or at least one sponsorship.

Accused Product



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

As another example, the Accused Products "deliver[] Live Match Statistics to any interested customer via Ably."

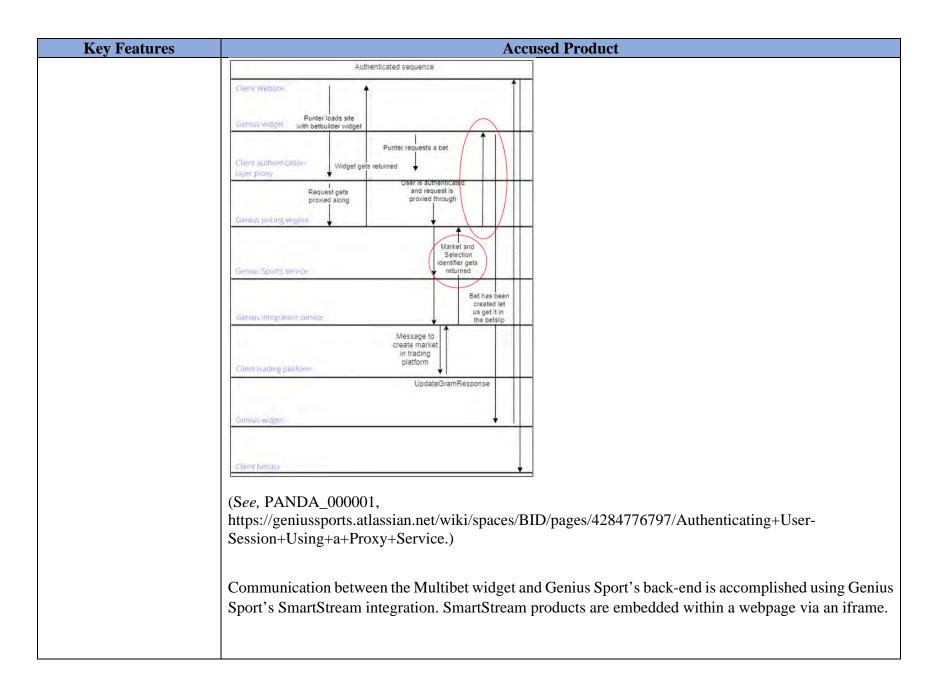
i i	
	Introduction
	Statistics Platform delivers Live Match Statistics to any interested customer via Ably. The Statistics are being generated from Match State Events, based on rules configuration.
	V2 Documentation and Swagger: SopenAPI (Swagger) Statistics API
	Delivery
	Statistics are being delivered through Ably. You can find the Ably integration guide here.
	 Consumers should subscribe to Fixture and Source specific channel. Channel names follow the pattern "live-statistics:{sportName}:{provided of the pattern (e.g. "live-statistics:AmericanFootball:v1:456789:GeniusPremium"). All consumers that have a token for that channel will receive Live Match Statistics via that channel.
	Currently V1 is not available on UAT, but V2 is available on both environments.

12. <u>Independent Claim 12</u>

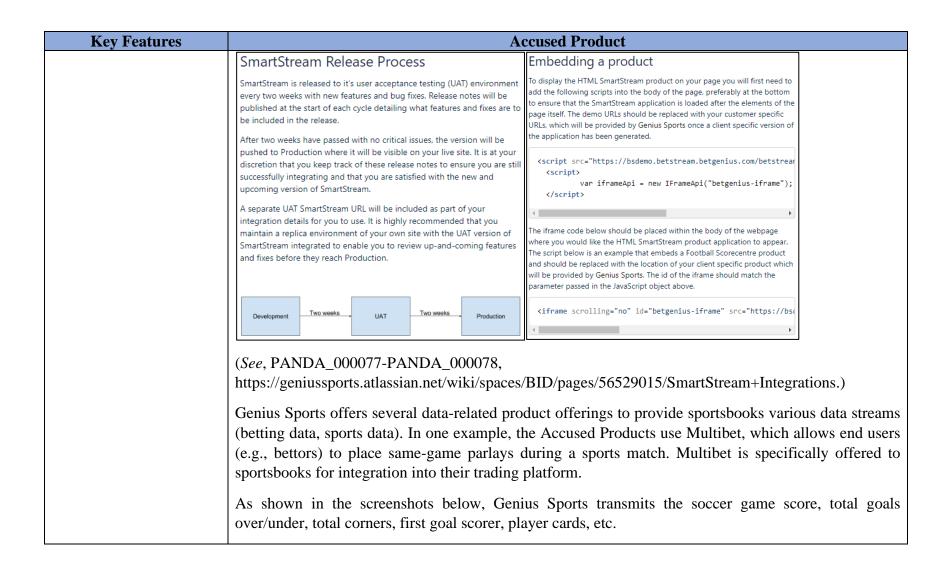
Key Features	Accused Product
[12.P] A method for	The Accused Products perform "a method for providing, to a first client device, first event information
providing, to a first client	germane to a first sporting event, wherein the first event information includes first online gaming
device, first event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

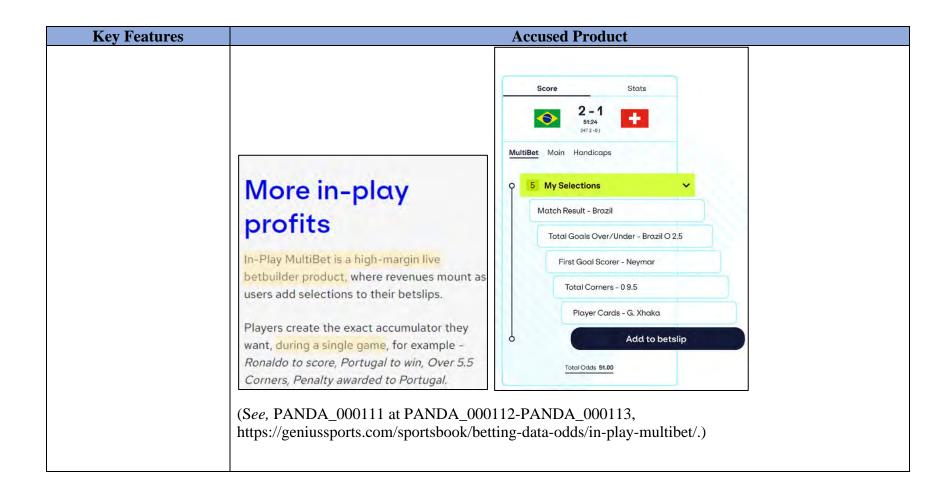
Key Features		Accused Product
	© NFL C4/12/23	Video wins every time
	Team 1	When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow.
	The overlayed event information incinformation (e.g., team names, abbrev time score updates synchronized vinformation, and game status information.	dudes, e.g., Milestones, Leaderboards, Highs, Probabilities, team iations, and/or logos), score information (e.g., with essentially real-with the video-based commentary), player information, venue ation (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-cs, player statistics, historical data, etc.).
[12.A] transmitting the first online gaming information to at least the first client device via a first event information	the first client device via a first event	hod of "transmitting the first online gaming information to at least information communication channel between a first event socket of client device, wherein the first event socket corresponds to the first sporting event."
communication channel between a first event		get, which can be integrated into the front-end of the sportsbook's tsbook's platform can request a bet via the widget and the widget

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



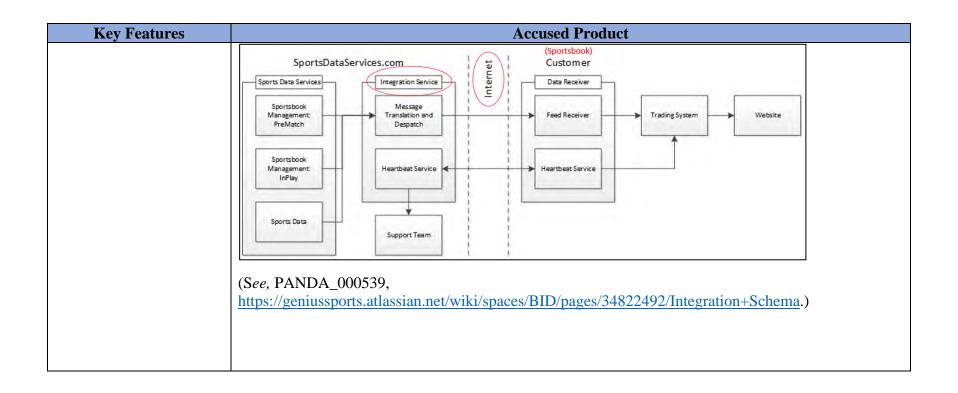
Key Features	Accused Product
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details.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

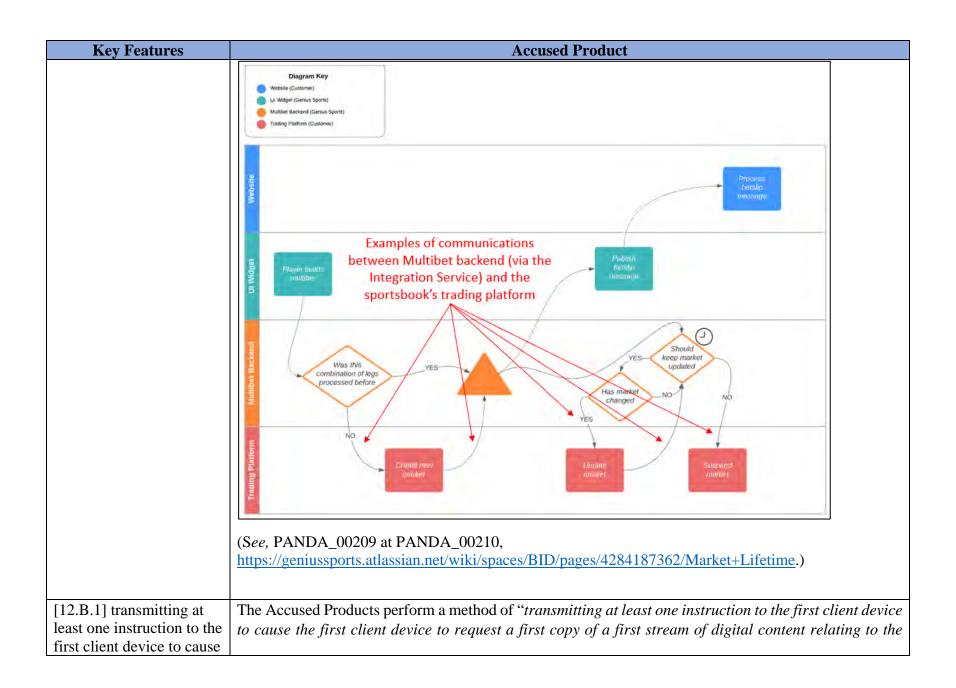




Key Features	Accused Product	
	 Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals 	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

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





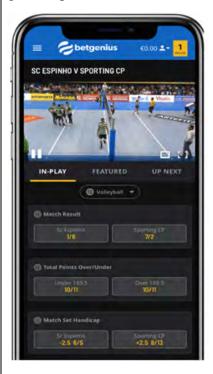
Key Features

the first client device to request a first copy of a first stream of digital content relating to the first sporting event and receive the first copy via a first video communication channel between at least one media source and the first client device,

Accused Product

first sporting event and receive the first copy via a first video communication channel between at least one media source and the first client device."

For example, the Accused Products run on device browser wherein the player embedded in the website authenticates the user and then sends a request to the webserver to further transmit the request to the genius sport's servers.



 $(S\it{ee}, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)$

Key Features	Accused Product
	Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns ($\n\$) or two carriage return line feeds ($\n\$). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	/v2/{sport}/publish
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141,
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[12.B.2] wherein the first video communication channel is different than	The Accused Products perform a method "wherein the first video communication channel is different than the first event information communication channel."

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

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

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

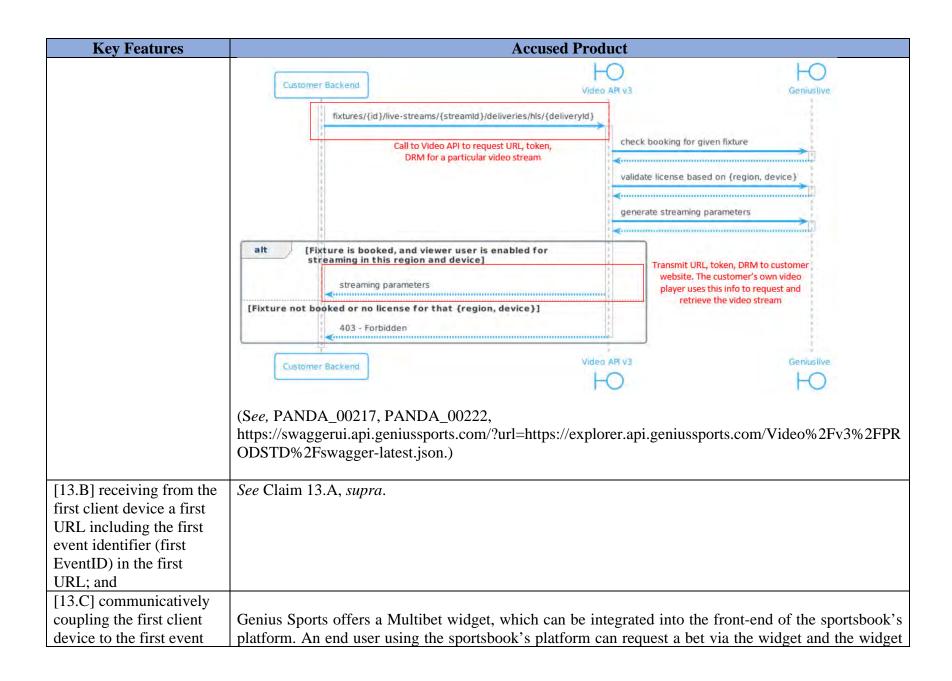
13. <u>Dependent Claim 13</u>

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

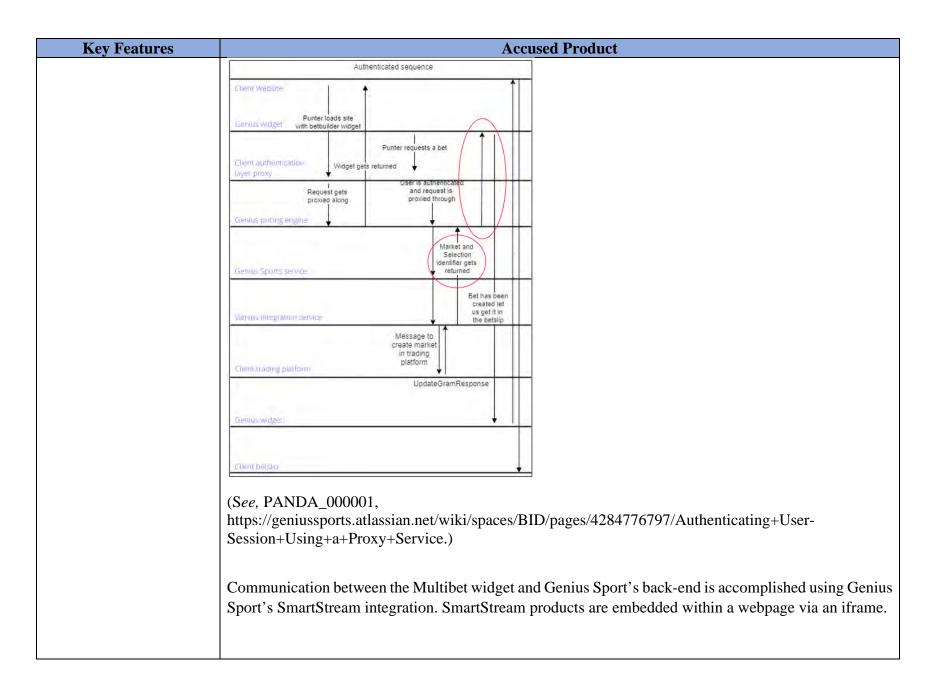
Key Features	Accused Product
client device a first event identifier (first Event ID) that corresponds to the first event socket;	sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.
	Option (1): Drop & Play
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniuslive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

Key Features Accused Product How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. Our API should never be called from the browser directly. The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it. 0 Get player javascript tag with a paramater The site renders the player, is is started, understanding is pulled from makes outh request to that rendition type get orl with token, drm info for the factors. returns taken , drm info for the fixture credentials to player Customer website passes along the URL, token, and DRM to the The video player on the A URL, token, and DRM are Customer site on customer website requests and retrieved when a request is viewer client device receives the video stream based made to view a video stream on on the URL, token, and/or DRM (See, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) Option (2): Video API For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

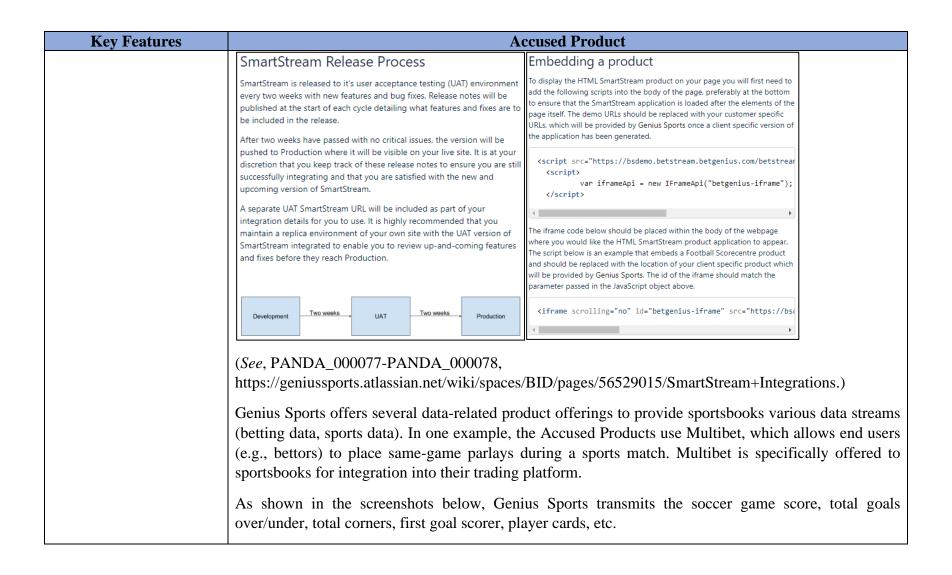
Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.
	GL-Video-v3 [Base URL: ap1.gentussports.com/Video-v3/PRODSTD.] https://explorer.apl.gentussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)

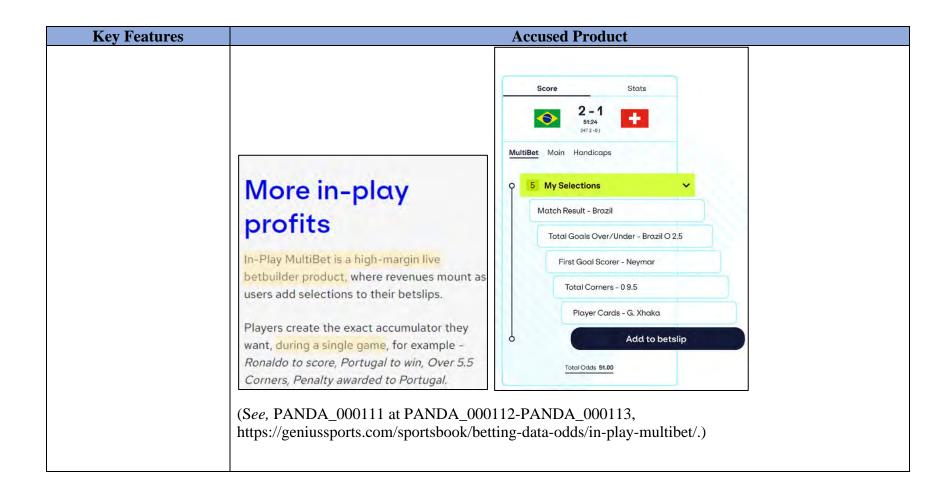


Key Features	Accused Product
socket to establish the first event information communication channel.	can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports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

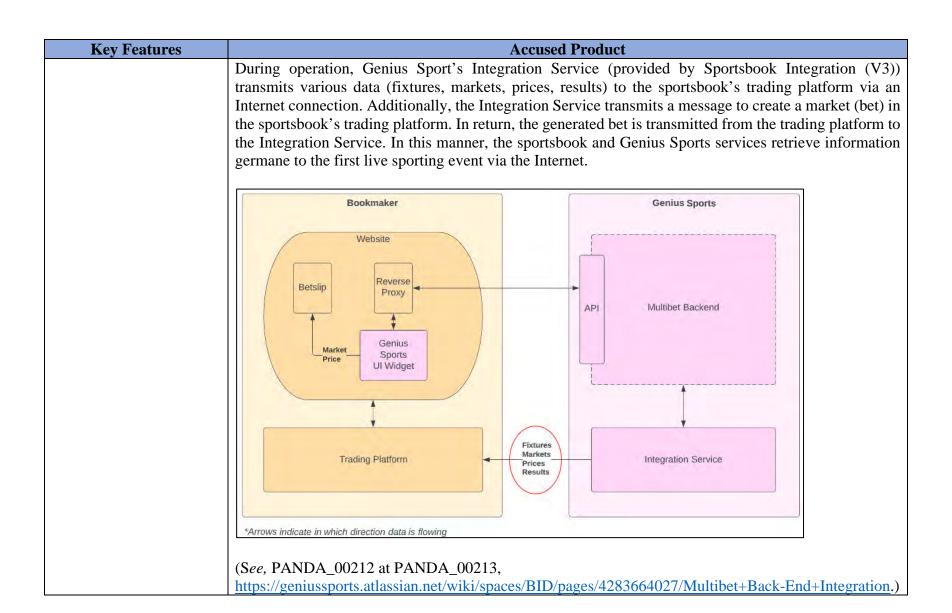


Key Features	Accused Product
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe. When a player made his choice and requests a bet, the Multibet Widget will make a call to the customer's bet slip with all the required data to populate it with the selection details.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





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



14. <u>Dependent Claim 14</u>

Key Features	Accused Product
[14.P] The method of	The Accused Products performs the method of claim 12. See Claim 12, supra.
claim 12, wherein:	
[14.A] in B), the at least	For example, the Accused Products send "a stream of messages over a long running socket" to
one first instruction	accomplish the "API call to send real time data to the Warehouse/Statistics Engine."
transmitted to the first	DVD 2-16 DVF - 54, 35-1
client device includes a	Introduction
first address for the at	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over
least one media source,	a long running socket. Pending network problems the connection should remain open for the length of the match.
such that the first client	
device uses the first	Connection
address to request and	
receive from the at least	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas.
one media source the first	Connections can also be sent over one of two different ports, 80 or 5522
copy of the first stream of	The same data, parameters and format is used in both methods, only the startup of the connection differs.
digital content relating to	
the first sporting event via	RAW
the first video	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage
communication channel,	returns (\n\n) or two carriage return line feeds (\r\n\n\n). To initiate RAW mode the nohttp parameter must be present and set in the request string.
and displays the video relating to the first	
sporting event based on	/v2/{sport}/publish
the received first copy of	Example - HTTP
the first stream of digital	
content.	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000
content.	Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141,
	(See, 1 ANDA_000135-FANDA_000141,

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

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

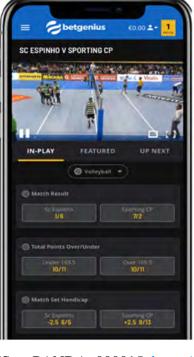
Key Features	Accused Product
[15.P] The method of	The Accused Products performs the method of claim 12. See Claim 12, supra.
claim 12, further	
comprising:	
[15.A] C) transferring	For example, the Accused Products comprise a system/method for providing a requested video stream to
first real-time information	a viewer via a port. The method is used to send from the API the port number from where the stream is
relating to the first stream	to be received. The request from the user has multiple return line feeds which return the video feed to the
of digital content to and	client device form the assigned port/socket via the internet.
from the first client	
device via a first real-time	
information	
communication channel	
between a first real-time	
information socket of the	
at least one socket server	
and the first client device,	

Key Features Accused Product SC ESPINHO V SPORTING CP (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.) The Accused Products combine live sports data and live sports video.

we content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live the the product. It to genius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport impetitions around the world. It is a service features thousands of low latency streams including content which has were before been available to sportsbooks. It is a service allows operators to offer a more engaging experience right around the clock, enhancing bet is cement and customer retention during quiet scheduling periods. It is paired with official data and live betting services, and features easy-access API integration. It is paired with official data and live betting services, and features easy-access API integration. It is paired with official data and live betting services, and features easy-access to world have given us access to we, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
mpetitions around the world. rived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has ver before been available to sportsbooks. focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet identified the comment and customer retention during quiet scheduling periods. Video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. ernational operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks. ck Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to we, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
ver before been available to sportsbooks. focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet incement and customer retention during quiet scheduling periods. Video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration. The period of the common of the first sportsbooks to go live with the product, with more to be announced in the coming weeks. The period of the common of the first sportsbooks to go live with the product, with sports rights holders across the world have given us access to we, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
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ombined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live tting experience."
ee, PANDA_000015-PANDA_000016, https://investors.geniussports.com/news/news-tails/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx .)
he Accused Products perform a method wherein "wherein the first real-time information comprises: at last one chat message; at least one statistic; trivia; at least one poll; news or current event information; least one photo; advertising content; an indication of a viewer joining or leaving the first stream of gital content; at least one digital gift; and/or at least one sponsorship."
or example, The Accused Products provide current event information such as match results, total ints over/under, and match set handicap.
ta ne ast le git

Key Features

Accused Product



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

As another example, The Accused Products "deliver[] Live Match Statistics to any interested customer via Ably."

Key Features	Accused Product
	Introduction
	Statistics Platform delivers Live Match Statistics to any interested customer via Ably. The Statistics are being generated from Match State Events, based on rules configuration.
	V2 Documentation and Swagger: 6 OpenAPI (Swagger) Statistics API
	Delivery
	Statistics are being delivered through Ably. You can find the Ably integration guide here.
	• Consumers should subscribe to Fixture and Source specific channel. Channel names follow the pattern "live-statistics:{sportName}:{versionNumber}:{fixtureId}:
	{sourceId}" (e.g. "live-statistics:AmericanFootball:v1:456789:GeniusPremium"). All consumers that have a token for that channel will receive Live Match Statistics via that channel.
	<u>Currently V1 is not available on UAT</u> , but V2 is available on both environments.
	https://ganiussports.otlossion.not/wilei/anages/DID/noges/2000/15/19/11/Statistics ADI
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/3990454841/Statistics+API

16. <u>Independent Claim 16</u>

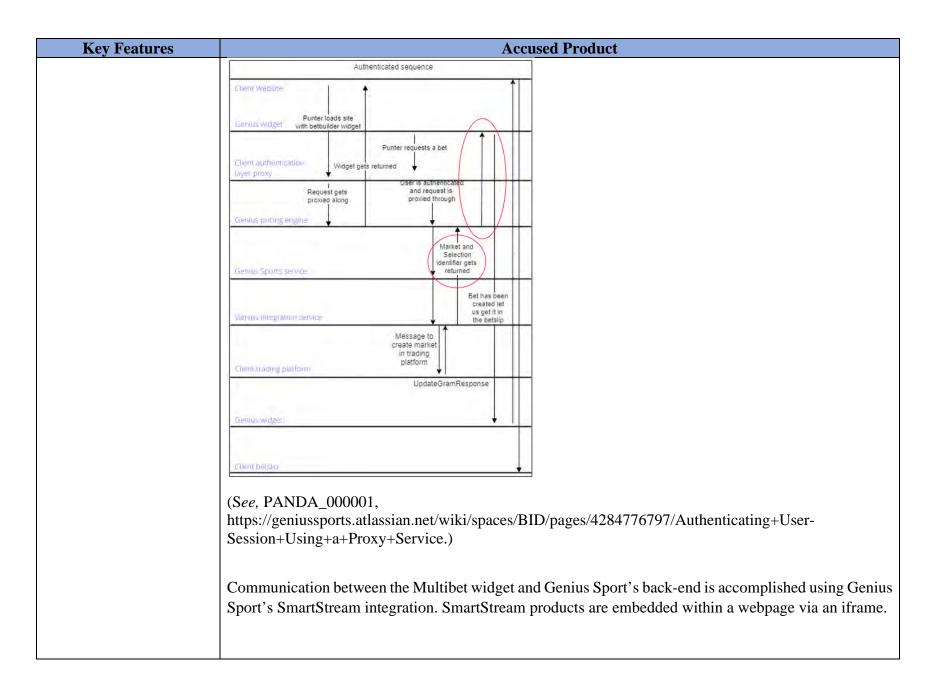
Key Features	Accused Product
[16.P] A method for controlling a first viewer client device to display a video relating to a first sporting event together with first online gaming information germane to	The Genius Sports streaming produce includes "a method for controlling a first viewer client device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

Key Features		Accused Product
	NFL CQUYCY21	Video wins every time
	Mattch Handicap Team 1 Match Result Asserting On 1 Total Gaals over / under 3.5 Date 10/11 April 10/11 Total Gaals over / under 3.5	When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow.
	The overlayed event information incluinformation (e.g., team names, abbrevia time score updates synchronized wi	257, https://www.geniussports.com/sportsbook/streaming/ .) Ides, e.g., Milestones, Leaderboards, Highs, Probabilities, team tions, and/or logos), score information (e.g., with essentially real-th the video-based commentary), player information, venue on (e.g., on-base, at-bat, timeouts, fouls, pole position, yards-to-, player statistics, historical data, etc.).
[16.A] transmitting at least one first instruction to the first viewer client device to cause the first viewer client device to receive a first copy of a first stream of digital	to the first viewer client device to cau.	includes a method for "transmitting at least one first instruction se the first viewer client device to receive a first copy of a first first sporting event via a first video communication channel."

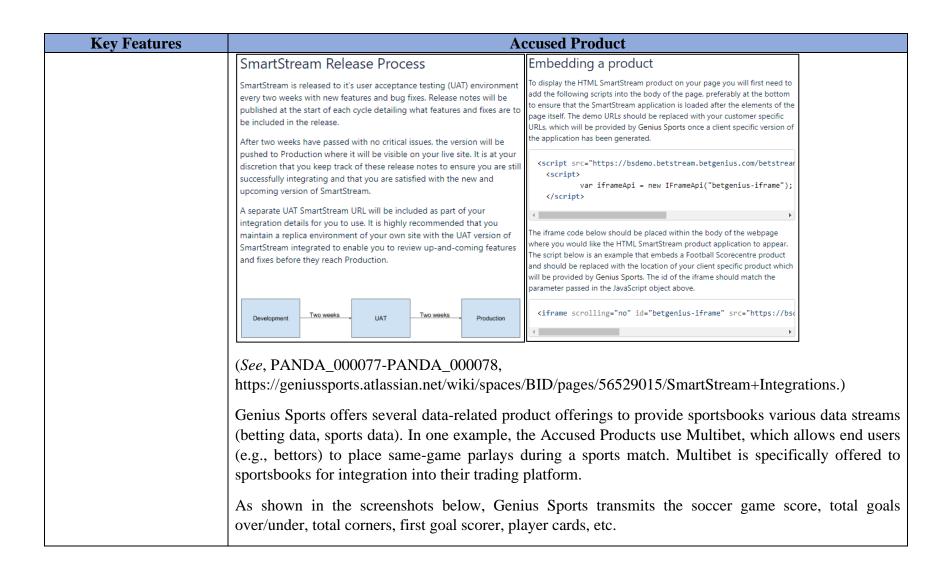
Key Features	Accused Product
content relating to the	For example, the Accused Products run on device browser wherein the player embedded in the website
first sporting event via a	authenticates the user and then sends a request to the webserver to further transmit the request to the
first video communication	genius sport's servers.
channel; and	
	≡
	SC ESPINHO V SPORTING CP
	A SA
	IN-PLAY FEATURED UP NEXT
	● Volleyball ●
	Match Requit
	5d Espaining SP 7/2
	Total Points Over/Under
	Unidor 169.5. Over 169.5. 10/11
	Match Set Handicap
	2.5 8/5 -2.5 8/3
	(See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgenius-
	launches-live-streaming-service-for-sportsbooks/default.aspx.)

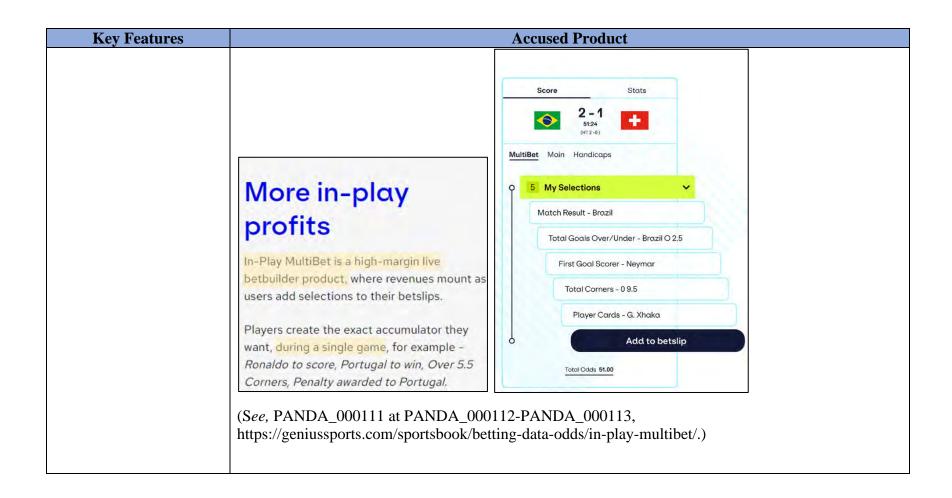
Key Features	Accused Product
	Introduction
	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
	Connection
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522
	The same data, parameters and format is used in both methods, only the startup of the connection differs.
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns (\n\n) or two carriage return line feeds (\r\n\r\n). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	/v2/{sport}/publish
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141, https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[16.B.1] transmitting at least one second instruction to the first viewer client device to	Genius Sports offers a Multibet widget, which can be integrated into the front-end of the sportsbook's platform. An end user using the sportsbook's platform can request a bet via the widget and the widget can thereafter retrieve the data needed to populate the end user's betslip. This data includes, for example, the bet generated by the sportsbook's trading platform, which is transmitted by Genius Sports back-end

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



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





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

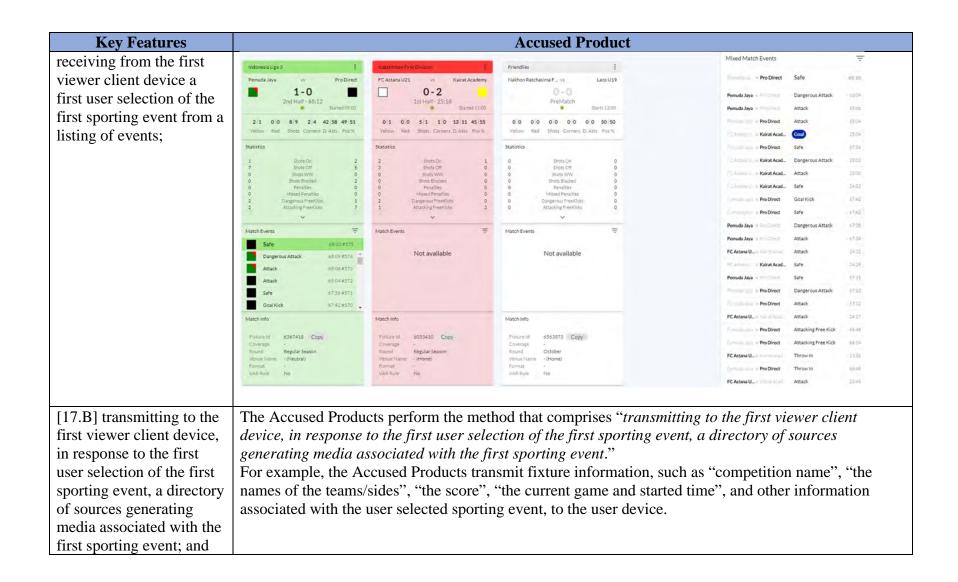
Accused Product
The Accused Products combine live sports data and live sports video. As stated below, the Accused
Products pairs "video, captured direct from pitch or courtside with official data and live betting
services":
New content is complemented by complete official data offering and will plug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

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

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

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

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



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

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

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

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

Key Features	Accused Product
[18.P] The method of	The Accused Products perform the method of claim 16. See Claim 16, supra.
claim 16, wherein:	
[18.A] in A), the at least	
one first instruction	For example, the Accused Products run on device browser wherein the player embedded in the website
transmitted to the first	authenticates the user and then sends a request to the webserver to further transmit the request to the
viewer client device	genius sport's servers.
includes a first address for	
a first media source, such	
that the first viewer client	
device uses the first	
address to request and	
receive from the first	
media source the first	
copy of a first stream of	
digital content relating to	
the first sporting event via	
the first video	
communication channel,	
and displays the video	
relating to the first	
sporting event based on	
the received first copy of	
the first stream of digital	
content.	

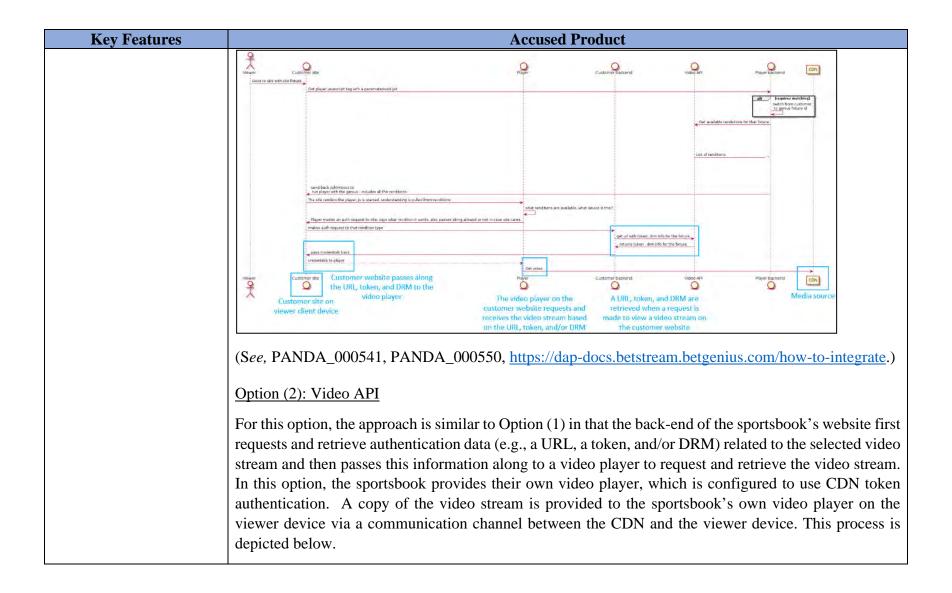
Key Features Accused Product betgenius SC ESPINHO V SPORTING CP (See, PANDA_000015, https://investors.geniussports.com/news/news-details/2019/Betgeniuslaunches-live-streaming-service-for-sportsbooks/default.aspx.)

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

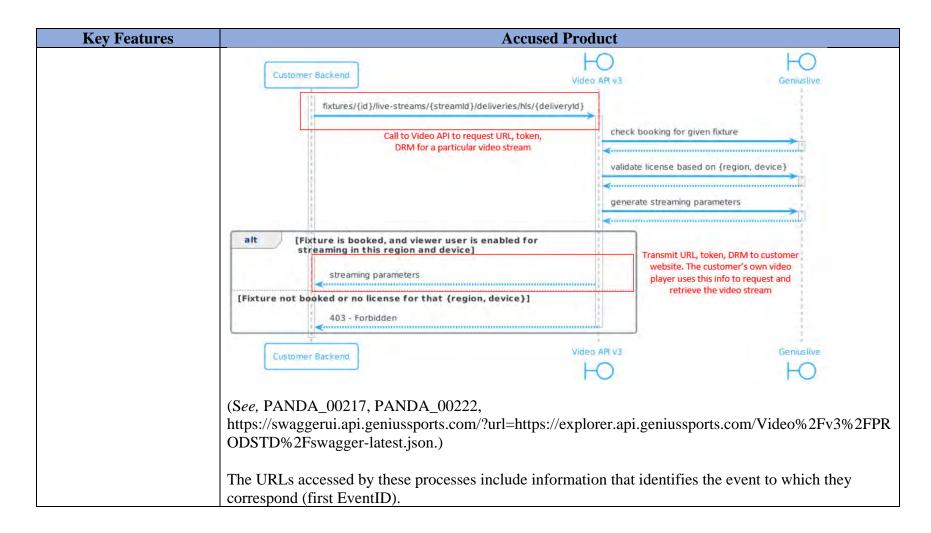
19. <u>Dependent Claim 19</u>

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

Key Features	Accused Product	
	Insert a script tag defining the desired fixture and the bookmaker source:	
	<pre>1</pre>	
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter	
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set	
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of	
	How does it work?	
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.	
	Our API should never be called from the browser directly.	
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.	



Key Features	Accused Product	
	GL-Video-v3 ^{aa}	
	[Base URL: apt.geniussports.com/Video-v3/PRODSTD]	
	https://explorer.api.geniussports.com/Video/v3/PRODSTD/swagger-latest.json	
	Video Streaming API	
	The video streaming API is used by customers to:	
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.	
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.	
	Player integration	
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.	
	Playing the content	
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:	
	1. Geo-locate the viewer to know the region where the playback is requested	
	 Validate if the viewer meets at least one of the permissions required by the selected live stream Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 	
	4. Call your backend to get the streaming parameters from the Video API.	
	5. Play the content using CDN token authentication (and DRM for specific competitions)	



20. Dependent Claim 20

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

Key Features	Accused Product		
[20.A] C) receiving the first URL including the	See claim 19.A, supra.		
first event identifier in the			
first URL; and [20.B] D) establishing the first event information communication channel	For example, the Accused Products send "a stream of messages over a long running socket" via a		
between the first event socket and the first viewer	connection that will "remain open for the length of the match."		
client device as a persistent connection.	Introduction		
persistent connection.	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.		
	Connection		
	There are two different ways to establish a publish connection to the system a HTTP method or a RAW method. These two different ways exists to enable the client to potentially work around any port or proxy problems present at in venue areas. Connections can also be sent over one of two different ports, 80 or 5522		
	The same data, parameters and format is used in both methods, only the startup of the connection differs.		
	(See, PANDA_000139-PANDA_000141,		
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)		
	Genius Sports continuously monitors its services to ensure a persistent connection.		
	Monitoring the Service		
	Our Support team monitors the heartbeat service to ensure that we are always able to connect to your Data Receiver. If the connection fails, the heartbeat monitor service notifies our Support team so that they can investigate immediately. The Support team will notify your technical support team of the fault by email.		
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/34822535/Service+Reliability+and+Availability		

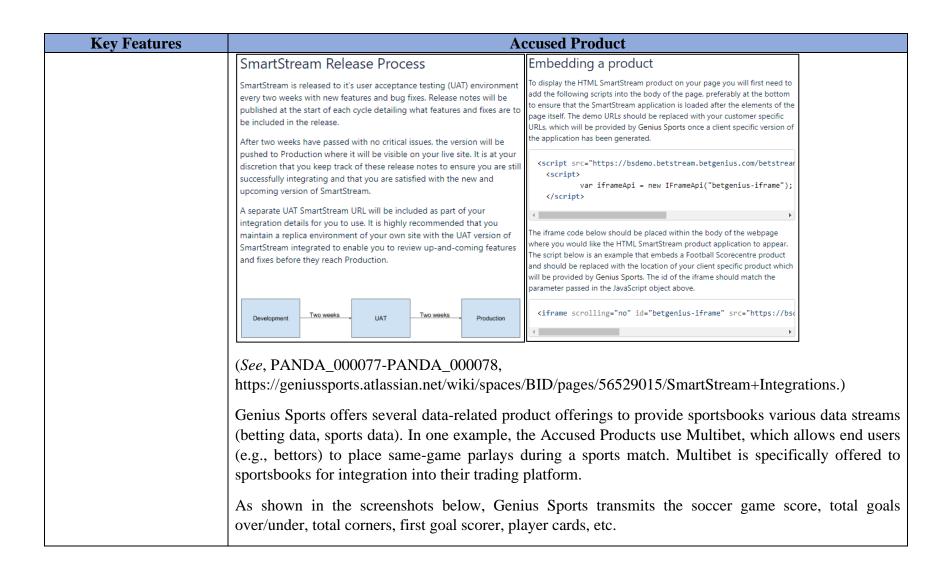
21. <u>Independent Claim 21</u>

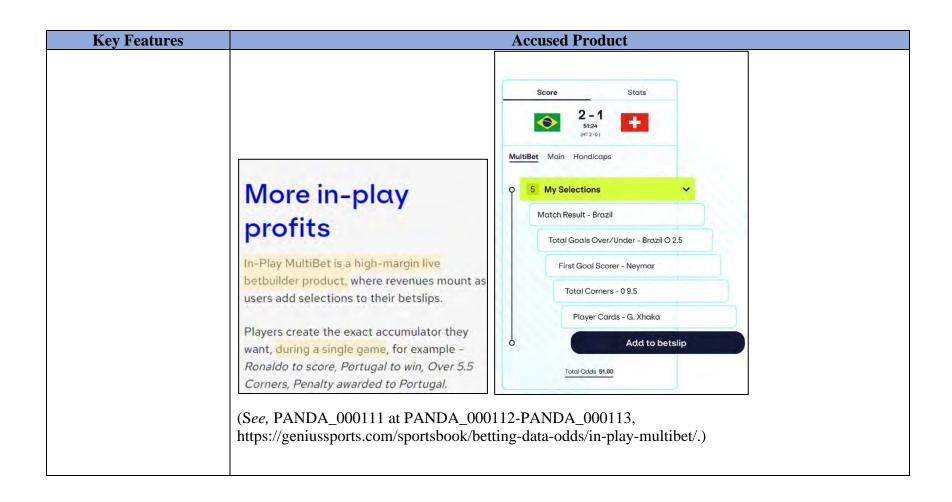
Key Features	Accused Product	
[21.P] A method, comprising:	The Accused Products comprise the system of claim 1. See Claim 1, supra.	
[21.A] A) transmitting first instructions to a first client device that includes at least one first display to cause the at least one first display of the first client device to render a first	and material details are aparted live on the matricet wingers on a user device.	
device to render a first video relating to a first sporting event and render online gaming information relating to the first sporting event, wherein the first instructions transmitted in A) cause the first client device to:	© NFL CAPACITY Live 120 120 120 120 120	Video wins every time
	Team 1 Match Handicap 12/1 Motch Result Marriss 12/1 Total Goals over / under 3.5	When it comes to keeping sports fans' attention, video content is king. Acquire fans. Drive engagement. Watch your sportsbook grow.
	The overlayed event information includes,	https://www.geniussports.com/sportsbook/streaming/.) e.g., Milestones, Leaderboards, Highs, Probabilities, team s, and/or logos), score information (e.g., with essentially real-

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

Key Features	Accused Product
	In addition, as shown below Genius Sports transmits at least the bet generated by the sportsbook's tradir platform to the Genius widget on client's device via the Internet.
	Authenticated sequence Client Website Funder loads site Gentus widget with behalflider widget
	Client authentication Layer proxy Widget gets returned User is authenticated User is authenticated
	Request gets proxied along Genius pricing ergine Request is proxied through
	Genius Sports service Market and Selection identifier gets returned Bet has been created let
	Message to create market in trading platform Client trading platform
	UpdateGramResponse Genius widges
	Client betsin
	(See, PANDA_000001, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4284776797/Authenticating+User-Session+Using+a+Proxy+Service.)

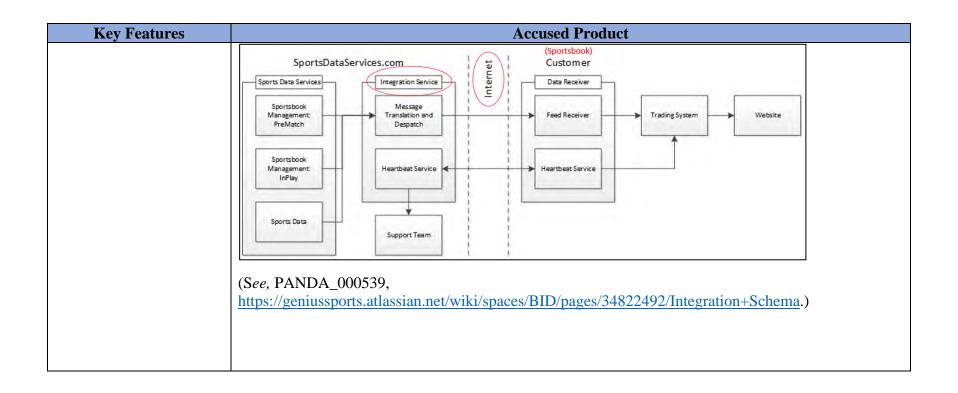
Key Features	Accused Product
	Communication between the Multibet widget and Genius Sport's back-end is accomplished using Genius
	Sport's SmartStream integration. SmartStream products are embedded within a webpage via an iframe.
	Multibet Widget Integration
	Our customers should embed the Multibet Widget through an iframe.
	When a player made his choice and requests a bet, the Multibet Widget
	will make a call to the customer's bet slip with all the required data to
	populate it with the selection details.
	The technical information for the front-end integration can be found in the following space - SmartStream Integrations.
	Customers that have already integrated with other Fan
	Engagement products such as betting widgets, Game Trackers, and Scoreboards can re-use the existing iframe implementation for the
	Multibet Widget.
	(C DANIDA 0000CE
	(See, PANDA_000065, https://geniussports.atlassian.net/wiki/spaces/BID/pages/4136337521/Multibet+Front-
	End+Integration.)
	Sid-litegration-)
	This page describes how to integrate with the variety of SmartStream products with examples.
	All SmartStream products are hosted by Genius Sports and designed to be embedded within a client hosted webpage via an iframe.
	(See, PANDA_000077,
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/56529015/SmartStream+Integrations.)

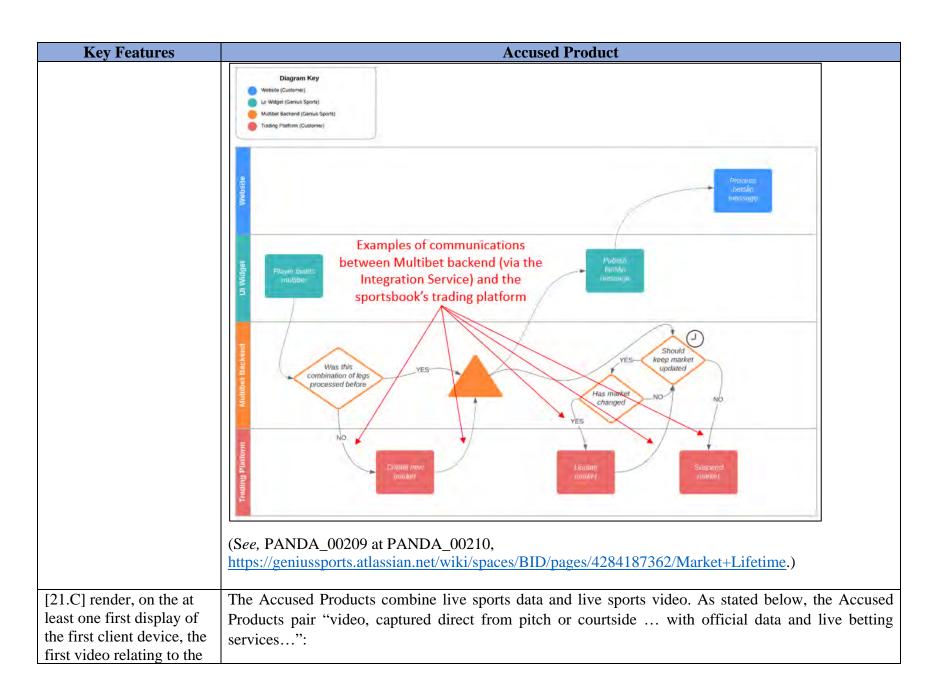




Key Features	Accused Product	
	Genius Sports to provide sportsbooks with automated, Al-powered live odds enabling bettors to place same-game parlays during live play or game intervals	
	The new product will be available for the FIFA World Cup, NFL, English Premier League and thousands of other official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

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





Key Features	Accused Product
first sporting event based on the first digital content	New content is complemented by complete official data offering and will plug crucial gaps in in-play betting schedules – bet365 among the first to go live with the product.
received on the first	Betgenius, a leading supplier of data and trading services to sportsbooks, has launched a live streaming service giving operators access to new content from sport competitions around the world.
communication channel;	Derived from partnerships with official rights holder across multiple sports, the service features thousands of low latency streams including content which has never before been available to sportsbooks.
	By focusing on fixtures played at off-peak times, the service allows operators to offer a more engaging experience right around the clock, enhancing bet placement and customer retention during quiet scheduling periods.
	All video, captured direct from pitch or courtside, is paired with official data and live betting services, and features easy-access API integration.
	International operator bet365 is among the first sportsbooks to go live with the product, with more to be announced in the coming weeks.
	Jack Davison, Chief Commercial Officer at Genius Sports Group, said: "Our close relationships with sports rights holders across the world have given us access to new, high quality streaming content which will significantly enhance our sportsbook partners' in-play products.
	"Combined with fast, accurate data on thousands of fixtures, this is a new and cost-effective way to attract more customers with a complete and immersive live betting experience."
[21 D] receive on a	details/2019/Betgenius-launches-live-streaming-service-for-sportsbooks/default.aspx.)
[21.D] receive, on a second communication channel different from the	For example, the Accused Products send "a stream of messages over a long running socket" to accomplish the "API call to send real time data to the Warehouse/Statistics Engine."
first communication	decomplish the 7111 can to send fear time data to the warehouse, statistics Engine.
channel, second digital	
1	Introduction
content corresponding to the online gaming information; and	Introduction This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.
content corresponding to the online gaming	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over
content corresponding to the online gaming	This API call is to send real time data to the Warehouse/Statistics Engine. It is accomplished by sending a stream of messages over a long running socket. Pending network problems the connection should remain open for the length of the match.

Key Features	Accused Product
	RAW
	In the RAW method, a socket is opened to the streaming API endpoint and the request string is sent, followed by two carriage returns ($\n\n$) or two carriage return line feeds ($\n\n$). To initiate RAW mode the nohttp parameter must be present and set in the request string.
	/v2/{sport}/publish
	Example - HTTP
	POST /v2/basketball/publish?streamKey=TESTSTREAMKEY×tamp=1412987153 HTTP/1.1 Host: localhost:8000 Connection: keep-alive
	Example - RAW
	/v2/basketball/publish?nohttp=1&streamKey=TESTSTREAMKEY×tamp=1412987153
	(See, PANDA_000139-PANDA_000141,
	https://developer.geniussports.com/warehouse/livestream/publish/index_football.html.)
[21.E] render, on the at least one first display of the first client device, the online gaming	For example, "Ably effortlessly maintains sub-65ms latency at a global scale," which "ensures live data delivery to Genius Sports' customers is always 3-4 seconds ahead of video."
information based on the	
second digital content	
received on the second communication channel.	
communication challies.	

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

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

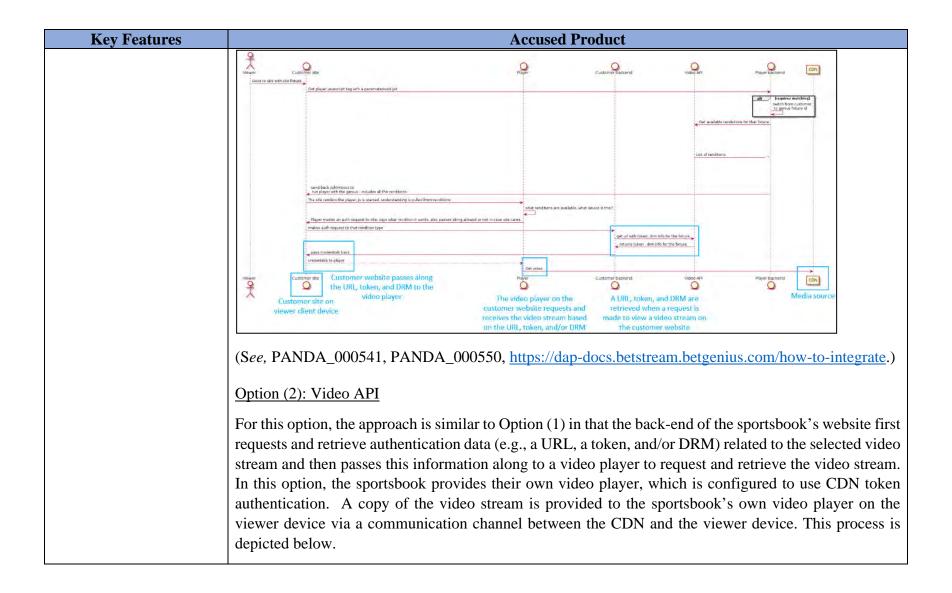
Key Features	Accused Product
[22.P] The method of	The Accused Products performs the method of claim 21. See Claim 21, supra.
claim 21, wherein:	
[22.A] in A), the first	For example, the Accused Products send "a stream of messages over a long running socket" to
instructions transmitted to	accomplish the "API call to send real time data to the Warehouse/Statistics Engine."
the first client device	

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

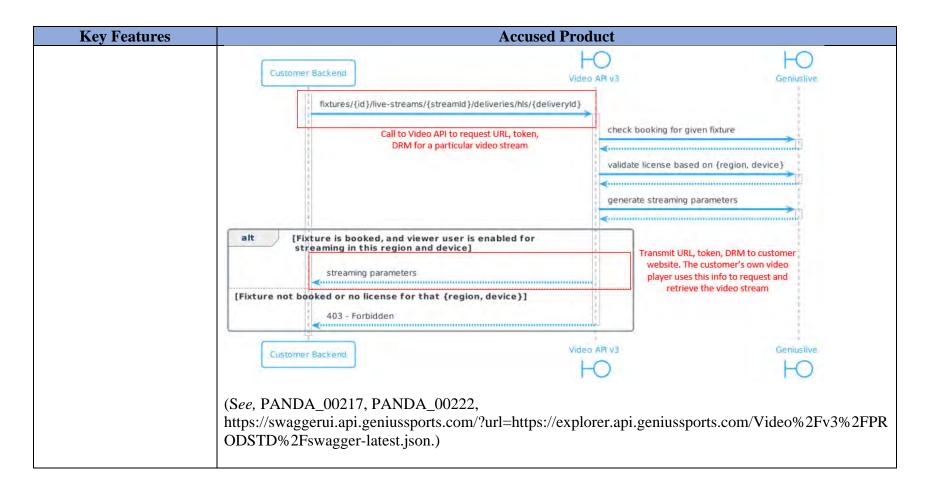
23. <u>Dependent Claim 23</u>

Key Features	Accused Product
[23.P] The method of	The the Accused Products performs the method of claim 22. See Claim 22, supra.
claim 22, wherein:	
[23.A] in A), the first instructions transmitted to the first client device include a first event identifier (first Event ID) that corresponds to a source of the second digital content corresponding to the online gaming information.	Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data. Option (1): Drop & Play For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.

Key Features	Accused Product
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of
	How does it work?
	You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend.
	Our API should never be called from the browser directly.
	The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it.



Key Features	Accused Product
	GL-Video-v3 ^{aa}
	[Base URL: apt.geniussports.com/Video-va/PRODSTD] https://explorer.apl.geniussports.com/Video/va/PRODSTD/swagger-latest/son
	Video Streaming API
	The video streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to Integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer:
	1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries, 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions).



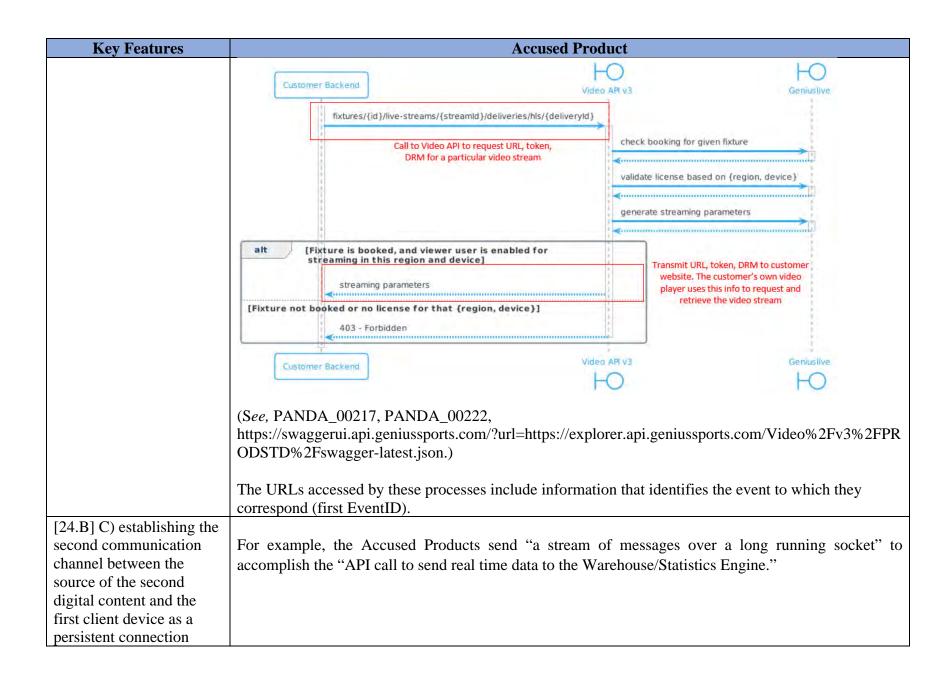
24. <u>Dependent Claim 24</u>

Key Features	Accused Product
[24.P] The method of	The the Accused Products performs the method of claim 23. See Claim 23, supra.
claim 23, further	
comprising:	
[24.A] B) receiving from	Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop
the first client device a	& Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's

Key Features	Accused Product
first URL including the first event identifier; and	webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a sportsbook's website). The video player then requests and receives a copy of the video stream from an appropriate CDN using the authentication data.
	Option (1): Drop & Play
	For this option, Genius Sports provides a video player widget that can be integrated by a sportsbook into their website. When a user/viewer requests a video stream while using the sportsbook's website, the back-end of the sportsbook's website transmits a query to Genius Sport's video API to retrieve authentication data related to the selected video stream. When the sportsbook's website retrieves this information, the authentication data is passed along to the video player, which in turn transmits a request from a CDN to retrieve the video stream. In this manner, a copy of the video stream is provided to the video player on the viewer client device via a communication channel between the CDN and the viewer device. This process is depicted below.
	Insert a script tag defining the desired fixture and the bookmaker source:
	<pre>1</pre>
	Insert an element with defined id to attach the video player to it, should be the exact same one used as the script containerId parameter
	1 <div id="YOUR_CONTAINER_ID"></div> Defaults to geniusLive if a containerId is not set
	Add an event listener in your website to listen to the player ready event and when this triggers call our API to retrieve the stream-url and token and hand this response back to our player. Everything else is taken care of

Key Features Accused Product How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. Our API should never be called from the browser directly. The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it. 0 Get player javascript tag with a paramater The site renders the player, is is started understanding is pulled from makes outh request to that rendition type get orl with token, drm info for the factors returns taken , drm info for the fixture credentials to player Customer website passes along the URL, token, and DRM to the The video player on the A URL, token, and DRM are Customer site on customer website requests and retrieved when a request is viewer client device receives the video stream based made to view a video stream on on the URL, token, and/or DRM (See, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) Option (2): Video API For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.
	GL-Video-v3 [Base URL: ap1.gentussports.com/Video-v3/PRODSTD.] https://explorer.apl.gentussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



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

25. <u>Dependent Claim 25</u>

Key Features	Accused Product
[25.P] The method of	The Accused Products perform the method of claim 21. See Claim 21, supra.
claim 21, wherein:	
[25.A] in A), the first	For example, the Accused Products display online gaming information in a manner that allows users to
instructions transmitted to	interact with a customize that content.
the first client device	
cause the at least one first	
display of the first client	
device to render the	
online gaming	
information relating to the	
first sporting event as	
interactive content.	

Key Features	Accused Product
•	Fixture Widgets
	You can expand each fixture to show up to five different widget sections. Click the button in the top right corner to select the widgets for this fixture.
	You can share a fixture by clicking the substant button. The fixture's link will be copied to the clipboard.
	The main fixture widget contains: • The competition name;
	The names of the teams/sides;
	 For each team, a color box that shows the primary and secondary color of their kit, plus H and A letter indication for Home and Away team;
	The score;
	 The current game time and Started time;
	Indicator of VAR support
	Indicator of Lineups
	Indicator of MatchFormat
	Indicator if fixture is 2nd leg
	 A color indicator of the quality of the feed (connection to Genius Sports's source of InPlay data): Green - event feed is active;
	Red - event feed is unreliable or disconnected;
	 Grey - no feed (including in PreMatch, before our statistician has logged on).
	 A short summary of statistics per side: Yellow cards;
	Red cards;
	Shots on goal;
	Corner kicks;
	Dangerous attacks;
	Percentage of ball possession.
	To avoid confusion between fixtures with the same starting time, but on a different date, in the Summary Component it is shown 'Today', 'Yesterday', 'Tomorrow', or in the rest of cases the date of the fixture.
	Fixtures can be resized by moving the slider on the top right corner. Four different widget sizes are available - small, medium, large
	and extra larger view. By pressing the button on the MatchSummary header bar a single fixture view is opened
	https://geniussports.atlassian.net/wiki/spaces/BID/pages/1511621214/Live+Viewer+-+User+Manual

26. <u>Dependent Claim 26</u>

Key Features	Accused Product
[26.P] The method of	The Accused Products perform the method of claim 25. See Claim 25, supra.
claim 25, wherein:	
[26.A] in A), the first	
instructions transmitted to	
the first client device	See Claim 25.A, supra.
cause the first client	
device, when a user of the	For example, users can interact with widgets to receive additional information about sporting events.
first client device	
interacts with the	
interactive content, to:	
launch further graphics or	
animations;	
receive additional	
information about the first	
sporting event; and/or	
navigate to an Internet	
location.	

27. <u>Dependent Claim 27</u>

Key Features	Accused Product
[27.P] The method of	The Accused Products perform the method of claim 21. See Claim 21, supra.
claim 21, wherein:	
[27.A] B) transmitting	
second instructions to a	See Claim 4, supra.
second client device that	
includes at least one	
second display to cause	
the at least one second	
display of the second	

Key Features	Accused Product
client device to render the	
first video or a second	
video relating to the first	
sporting event and render	
the online gaming	
information relating to the	
first sporting event,	
wherein the second	
instructions transmitted in	
B) cause the second client	
device to:	
[27.B] receive, on a third	See Claim 21.B-E, supra.
communication channel,	
the first digital content	
corresponding to the first	
video relating to the first	
sporting event or third	
digital content	
corresponding to the	
second video relating to	
the first sporting event;	
[27.C] render, on the at	See Claim 21.B-E, supra.
least one second display	
of the second client	
device, the first video	
based on the first digital	
content or the second	
video based on the third	
digital content received	
on the third	
communication channel;	

Key Features	Accused Product
[27.D] receive, on a	See Claim 21.B-E, supra.
fourth communication	
channel different from the	
third communication	
channel, the second	
digital content	
corresponding to the	
online gaming	
information; and	
[27.E] render, on the at	See Claim 21.B-E, supra.
least one second display	
of the second client	
device, the online gaming	
information based on the	
second digital content	
received on the fourth	
communication channel.	

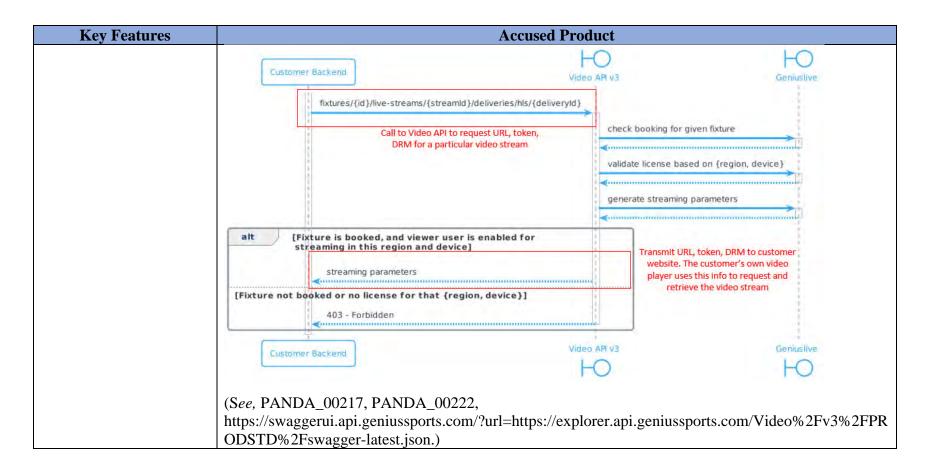
28. <u>Dependent Claim 28</u>

Key Features	Accused Product
[28.P] The method of	The Accused Products perform the method of claim 27. See Claim 27, supra.
claim 27, wherein:	
[28.A] in B), the second	The Accused Products practice this limitation.
instructions transmitted to the second client device include the first address for the first media source or a second address for a second media source, such that the second client device uses the first	For example, Genius Sports offers two options for sportsbooks to receive their live video stream offerings: (1) a Drop & Play video player developed in-house by Genius Sports that can be embedded in a sportsbook's webpage, and (2) a video API that can facilitate access to Genius Sport's live streams using a sportsbook's own video player. Both options result in a copy of a video stream being provided to a client device. Specifically, authentication data (e.g., a URL, token, DRM) is transmitted to the client device, which is passed to a video player on the client device (e.g., the video player embedded in a

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

Key Features Accused Product How does it work? You embed a script tag in your site with the querystring parameters you are interested in passing to the player. Our player looks at the stream types available for the specific fixture you are trying to display and picks the most appropriate stream for your viewers device. Our script will then raise an event out to the containing window, with the necessary information to make a call to our API from your backend. Our API should never be called from the browser directly. The call to our backend, which is per fixture viewer session, retrieves a url, a token and any DRM information which you may need to play the fixture. You hand the response straight back to our player and it will play the fixture. Sensible HTTP error codes will be returned from our API around the status of the fixture and whether you have booked it. 0 Get player javascript tag with a paramater The site renders the player, is is started understanding is pulled from makes outh request to that rendition type get orl with token, drm info for the factors returns taken , drm info for the fixture credentials to player Customer website passes along the URL, token, and DRM to the The video player on the A URL, token, and DRM are Customer site on customer website requests and retrieved when a request is viewer client device receives the video stream based made to view a video stream on on the URL, token, and/or DRM (See, PANDA_000541, PANDA_000550, https://dap-docs.betstream.betgenius.com/how-to-integrate.) Option (2): Video API For this option, the approach is similar to Option (1) in that the back-end of the sportsbook's website first requests and retrieve authentication data (e.g., a URL, a token, and/or DRM) related to the selected video

Key Features	Accused Product
	stream and then passes this information along to a video player to request and retrieve the video stream. In this option, the sportsbook provides their own video player, which is configured to use CDN token authentication. A copy of the video stream is provided to the sportsbook's own video player on the viewer device via a communication channel between the CDN and the viewer device. This process is depicted below.
	GL-Video-v3 [Base URL: ap1.gentussports.com/Video-v3/PRODSTD.] https://explorer.apl.gentussports.com/Video/v3/PRODSTD/swagger-latest/son
	Video Streaming API is used by customers to:
	Retrieve the schedule of upcoming streams. Retrieve the streaming parameters for a particular fixture. Retrieve the full list of possible regions for playback.
	This API does not deliver the video stream itself, it only tells what are the specific parameters for streaming a given fixture. It is up to the users of this API to configure a video player with the streaming parameters. This API must never be called from the browser/client side. Instead, the API should be integrated into your server-side systems. This avoids exposing authentication credentials and manage the load on Geniuslive systems.
	Player integration
	You will need to add the necessary logic in your web site to call your backend to retrieve the schedule and the streaming parameters described before. Also, you will need to integrate a player in your site that can apply CDN token authentication. For specific competitions your player will also have to decrypt content using DRM.
	Playing the content
	Once you have retrieved the schedule and you have selected a fixture to watch, your site should do the following per viewer: 1. Geo-locate the viewer to know the region where the playback is requested 2. Validate if the viewer meets at least one of the permissions required by the selected live stream 3. Select the appropriate delivery to play from the selected live stream. You might need to check the client's platform to choose between HLS or DASh deliveries. 4. Call your backend to get the streaming parameters from the Video API. 5. Play the content using CDN token authentication (and DRM for specific competitions)



29. Dependent Claim 29

Key Features	Accused Product
[29.P] The method of	The Accused Products perform the method of claim 28. See Claim 28, supra.
claim 28, wherein:	
[29.A] in A), the second	See Claim 28, supra.
instructions transmitted to	
the second client device	
include the first event	

Key Features	Accused Product
identifier (first Event ID)	
that corresponds to the	
source of the second	
digital content	
corresponding to the	
online gaming	
information.	

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

Key Features	Accused Product
[30.P] The method of	The Accused Products perform the method of claim 27. See Claim 27, supra.
claim 27, further	
comprising:	
[30.A] C) transferring	See Claim 1.B.2, supra.
first real-time information	
relating to the first digital	
content to and from the	
first client device via a	
first real-time information	
communication channel;	
and	
[30.B] D) transferring	See Claim 4, supra.
second real-time	
information relating to the	
first digital content or the	
third digital content to	
and from the second	
client device via a second	
real-time information	
communication channel,	

Key Features	Accused Product
[30.C] wherein at least	See Claim 11, supra.
one of the first real-time	
information or the second	
real-time information	
comprises: at least one	
chat message; at least one	
statistic; trivia; at least	
one poll; news or current	
event information; at least	
one photo; advertising	
content; an indication of a	
viewer joining or leaving	
the first digital content or	
the third digital content;	
at least one digital gift;	
and/or at least one	
sponsorship.	