



Press release

Media Information
16th June 2001

Purple Lizard build interactive TV voting engine for Big Brother 2

Purple Lizard has been working with the Channel 4 Interactive team to develop the voting engine for Sky Digital viewers of Channel 4's Big Brother 2. The voting engine went live for Big Brother 2 on the 6th June 2001. Purple Lizard worked closely with the Channel 4 Interactive and Sky teams to put the voting engine live for Big Brother 2.

Purple Lizard developed a java based voting engine that can process over a thousand votes per second. Viewers can vote using their remote control. The Purple Lizard developed application provides real-time results over the Web for administration purposes. Purple Lizard's voting can also engine generate graphics on demand for inclusion in the broadcast stream for display on via the set top boxes. The voting engine was developed for the Channel 4 Interactive's Java 2 Enterprise platform and runs on iPlanet's Web Server and BEA's WebLogic server.

Purple Lizard is a software engineering company focussing on the design, construction, integration and delivery of component based Internet systems.



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They specialise in the functionally rich Java 2 Enterprise Edition platform as a toolkit with which to tackle the issues of integration and system complexity brought about by the maturing and rising sophistication of the Internet. Purple Lizard is a private company based in London, England, and founded with the support of Channel 4 Interactive. Purple Lizard's team brings a range of experience with Client-Server, CORBA and Web based systems together with a variety of financial, telecommunications, trading and e-commerce systems, to the media world.