



Press release

Media Information
14th January 2002

Purple Lizard build Eden voting mechanism

Purple Lizard has been working with the Channel 4 Interactive team to develop the web voting mechanism for the new reality TV show Eden. The engine went live for Eden on the 15th January 2002. The application builds on the successes of the Big Brother 2 voting engine, and the Banzai High Score mechanism, both delivered in 2001 .

Purple Lizard developed a Java-based voting engine that can process hundreds of votes per second. Viewers can vote on various elements of the TV format, from leadership elections to actually voting new players onto the game. The application is also capable of presenting ad-hoc votes while the show is in progress. The application integrates votes obtained from another channel, telephone voting, to collate the final vote tallies. Viewers will be able to login to the channel4 website, www.channel4.com/eden and participate in voting for the duration of the show. The high score 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.



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