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- As the Worldwide IT Partner for the Olympic Games and TOP Partner, Atos Origin integrates, manages and secures the vast IT system that relays results, events and athletes information to spectators and media around the world.
- The company brings considerable international IT experience to the Olympic Games, including global expertise and leadership in consulting, systems integration, operations management, information security and software applications development.
- The Atos Origin contract with the International Olympic Committee (IOC) is the world's largest sports related IT contract covering the Olympic Games at:
 - Salt Lake City, USA, 2002
 - Athens, Greece, 2004
 - Turin, Italy, 2006
 - Beijing, China, 2008
 - Vancouver, Canada, 2010
 - London, UK, 2012
 - Sochi, Russia, 2014
 - Rio de Janeiro, Brazil, 2016
- The inaugural YOG will be held in Singapore from 14th to 26th August 2010. It brings together athletes between the ages of 14 and 18 from all over the world, Young athletes will participate in high-level competitions and alongside the sports element of the event, they will participate in a Culture and Education Programme. The YOG aims to inspire youths to adopt and live by the Olympic values.
- Singapore 2010 will encompass all 26 sports on the programme of the London 2012 Olympic Games, but with a smaller number of disciplines and events. Some disciplines will feature teams of mixed gender or/and mixed nationalities. There will also be innovations in some events such as basketball which will feature three-on-three tournament.
- Atos Origin has the experience and expertise to design, build, test and operate the IT systems to cater to these special requirements. In particular, more emphasis will be given to digital tools and social media applications which are the new communication channels of today's youth.

As the IT systems integrator for Singapore 2010, Atos Origin is responsible for the **design, build and operation** of the Games IT systems, under the guidance of SYOGOC Technology Division.

Design

Atos Origin is responsible for designing the Games IT infrastructure and solutions. This complex and highly secure IT environment is the set of multiple IT systems and software that provide the critical tools supporting SYOGOC in planning and running the event.

Build

Atos Origin works under the direction of the Singapore Youth Olympics Games Organizing Committee (SYOGOC) Technology Department. We are leading the consortium of partners and suppliers that builds the Games IT infrastructure and solutions.

Atos Origin works with SYOGOC to define, implement and integrate a comprehensive IT testing program, a critical key solution milestone to the success of the Games operation. More than 30,000 hours of testing will be conducted before the start of the Games.

In addition, Atos Origin implements IT security preventative measures against internal and external threats.

Operate

Atos Origin applies its 'one team' approach to ensure that the complex network of IT partners and suppliers, employees and volunteers all work together to deliver the best possible service and support to Singapore 2010.

During Games time, Atos Origin, from the Technology Operations Centre (TOC), will support SYOGOC to manage a team of around 1,000 IT personnel, including 600 volunteers, stationed at 28 competition and non-competition venues. The results will be used by more than 1,200 media representatives.





Atos Origin has designed and built two main IT systems for Singapore 2010: **Games Management Systems & Information Diffusion Systems.**

GAMES MANAGEMENT SYSTEMS (GMS) support the planning and operations of accreditation; and access control; sport entries and qualification; arrivals and departures; staff and volunteer management; scheduling.

The suite of applications mentioned require a high level of quality, availability and security, as most of them are interconnected to highly secured systems (linking them to the police and security forces, etc).

Accreditation IT System & Access Control

The IT accreditation system supports the planning and production of the badges that identify the accredited participants for various events, manage registration, assign access privileges and other rights to individuals; and provides access control information.

Sports Entries & Qualification System

Qualifying for and competing at the YOG marks the culmination of many years of dedicated training for most athletes. The sports entries & qualification system, along with the athlete qualification system, collects data on each athlete and processes who is eligible to compete based on the qualification marks in the results system. This system maintains the criteria for qualifying individual competitors, pairs, relays or teams based on the minimum and maximum qualification standards for any event, types of qualification and quotas, combining around 1,000 different criteria across all the events.

Arrival & Departure

The arrival & departure system gathers the expected arrivals and departures data for the Youth Olympic Village and provides the information to the groups responsible for managing the travel arrangements for the Olympic Family as well as the welcome greetings for the delegations.

Staffing Information System

The Staffing System provides support to the Human Resources department, functional areas and other Workforce Management related divisions. It includes all the functions needed for staff management, such as registering staff; planning workforce needs; staff selection for various positions; organizing interviews and trainings; planning and distribution of uniforms; helping in creation of shift plans and assignments; and finally, providing the Accreditation System with staff personal data and positions.

INFORMATION DIFFUSION SYSTEMS (IDS) is a suite of systems, where all sport-related information, including athlete biographies, start lists, competition results, and news are received, managed, monitored, and distributed.

Games Information System (GIS)

GIS is a suite of systems which provides information to media, athletes, judges, coaches, sponsors and the public, through a mixture of HTML and PDF pages. The information is grouped into different categories: news, schedules, start lists, results, biographies and facts & figures. The suite consists of 3 systems:

- **GIS2010:** an intranet system which will distribute the information to users accessing the Games Network.
- **GISWorkroom:** a web-based system, embedded within the Singapore 2010 official website (www.singapore2010.sg) will distribute information to the Olympic Family and media only.
- **GISWeb:** a web-based system, also embedded within the Singapore 2010 official website will distribute the information to the general public.

Internet Data Feed (IDF)

Internet Data Feed system distributes information to external customers (websites etc.) by feeding an Internet Publishing system. It is a middleware that routes and sends messages about participant's data, results etc.

Info Content Management (ICM)

Info Content Management system enables creating and modifying information to be published in the GIS2010, GISWeb, GISWorkroom or distributed externally. This information relates to biographies, additional athlete or team information, news, tickers and facts & figures.

- Atos Origin and the SYOGOC Technology Division has built security measures into the Games IT systems to prevent security incidents during Singapore 2010 thus ensuring that there is no disruption and that results are relayed to the world and to the media accurately and on time.
- Games IT security system built on risk management foundation enables IT security team to recognize real threats and respond immediately to them. The objective of the IT security team is to ensure there is NO impact on the Games.
- Atos Origin is focusing on three key IT areas: security architecture, risk management and IT security operations to ensure that everything is in place to respond to any potential threat from either inside or outside of the Games Network.



IT Security Architecture

IT Security is built into the infrastructure from the outset. IT Security measures include:

- Separation between the Games Network and the Internet
- Youth Olympic Games Network segmented into security domains with high level of traffic control between domains
- Strict configuration management processes (IT security mechanisms such as anti-virus software and port security)
- Strategic placement of Intrusion Detection Systems

IT Risk Management

- Through extensive testing before the Games the IT security team is able to understand what is normal activity on applications, servers, PCs and the network, so that an incident can be logged when the traffic becomes abnormal.
- This strategy enables the IT security team to effectively respond to incidents on the Games Network on a prioritized basis and keep the Games IT infrastructure and system protected from a wide range of threats that may otherwise compromise critical IT services – including the recording and distribution of competition results.

IT Security Operations

- Atos Origin is training the IT team in security policies and procedures. At Games time, the IT security team is operational 24x7 in order to respond to any incident that occur day or night in the Games Network.
- Atos Origin Olympic IT Security team developed unique real time risk management solutions enabling real time risks recognition aligned with Olympics business impact.



SINGAPORE YOUTH OLYMPIC GAMES



General Information:

- 12 days of competition (14th – 26th August 2010)
- 26 sports with 28 Disciplines and 201 Events
- 205 National Olympic Committees (NOC), with 170 countries expected to participate
- 18 Competition Venues and 7 Training Venues
- 1,200 media representatives

People:

- 1,000 IT team members managed by Atos Origin
- 3,600 athletes between 14 and 18 years of age
- 1,400 team officials (coaches, assistants, doctors, etc)
- 20,000 volunteers
- 1,200 media representatives
- 800 referee, judges and delegation officials
- 205 National Olympic Committees
- 336 members of the IOC, National Olympic Committees, and Federations
- 370,000 spectators

IT Infrastructure:

- 170 servers
- 500 network & security devices
- More than 2,000 computers
- Result System Terminals. Including:
 - Games Management Systems (GMS)
 - Information Diffusion Systems (IDS)
 - Timing, Scoring & Results Systems
 - Internet & Digital Media Systems

Technology Consortium:

- Acer – Computer Hardware
- Omega – Timing, Scoring and Venue Results Services
- Panasonic – Audio/TV/Video Equipment
- Samsung – Wireless Communications Equipment
- Singtel – Multimedia Services and Data Centre Infrastructure

About Singapore 2010 Youth Olympic Games (Singapore 2010)

On 5 July 2007, the IOC Session in Guatemala City approved the creation of the YOG. The vision of the YOG is to inspire young people around the world to take up sports, and adopt and live by the Olympic values. With this vision in mind, the YOG was conceived with equal emphasis on Sport, and Culture and Education.

Singapore was elected the host city of the inaugural YOG on 21 February 2008. From 14th to 26th August 2010, Singapore 2010 will receive some 5,000 athletes and officials from 205 National Olympic Committees (NOCs), along with an estimated 1,200 media representatives, 20,000 local and international volunteers and more than 370,000 spectators. Athletes of 14-18 years of age – will compete in 26 sports and take part in a Culture and Education Programme.

For more information, please visit www.singapore2010.sg



TECHNOLOGY IN THE OLYMPIC GAMES HISTORY

Key technology milestones in the Olympic history:

776BC to 349AD - Architectural findings suggest that Ancient Olympic Games used mechanical starting gates.

1896 - After a 1,500 year hiatus imposed by Roman conquerors, the first Modern Olympic Games were held in Athens, Greece, but little had changed in the techniques used to determine competition results.

1924 - Technology begins to win a place at the Olympic Games with the event's first live radio broadcast.

1932 - The stop-watch and photo finish were first used at the Olympic Games in Los Angeles, California. When officials found it impossible to determine the winner of the 100 meters race by naked eye and stop watch alone, newsreel film was analysed to determine that Eddie Tolan (U.S.) was the gold medal winner. The timekeeping equipment was provided by Omega.

1936 - The Berlin Games were the first to be televised, with events broadcast throughout the Olympic Village, as well as German public halls and theatres. Results were transmitted internationally by telex and newsreel film was rushed abroad via zeppelins.

1956 - Live television coverage of the Olympic Games was available internationally for the first time.

1960 - Computer punch cards were used for tallying results at the Olympic Winter Games in Squaw Valley, California. Free of television rights boycotts, the Olympic Games held later that year in Rome were the first to be fully televised.

1964 - Results were stored on computers for the first time, marking the permanent pervasion of computer technology into the Olympic Games.

1996 - In conjunction with the Games in Atlanta, Georgia, the first-ever Olympic Games web site received 189 million hits.

1998 - Growing consumer interest in the Internet drives the number of web hits to 634 million virtual visitors to the Olympic Winter Games in Nagano, Japan.

2000 - With 10,651 athletes participating in 300 events, information technology was key to the running of the Games, and web hits during the Games in Sydney escalated to 11.3 billion.

2002 - While athletes from 77 nations competed in front of audiences of around 2.1 billion, a team from SchlumbergerSema, now Atos Origin, was hailed by Dr Jacques Rogge, President of the International Olympic Committee (IOC) as the 'unsung heroes behind the scenes'.

2004 - Information technology is an intrinsic part of every Olympic Games and was crucial for the success of the Games in Athens, Greece - from secure accreditation to accurate split-second scoring to relaying the results in real time across the globe.

2006 - The Torino 2006 Olympic Winter Games are marked with the introduction of web based applications to manage the 90,000 accreditations and train 20,000 volunteers.

2008 - For the first time in Beijing the Commentator Information System was provided to media back in their home countries, enabling them to have remote access to the real-time competition data and statistics. INFO2008 was provided over a wireless network to the media in the venues and was also incorporated with leading search technologies.

2010 - Digital Concierge introduced for the first time.



TECHNOLOGY INTEGRATION TIME LINE FOR THE SINGAPORE 2010 YOUTH OLYMPIC GAMES



2009	JULY	Start of Project
	AUGUST	Completion of technology solutions and security controls design
	OCTOBER	Launch of Workforce Portal Providing online registration for public to register as a volunteer and for communications and notices to the volunteers and the workforce
	NOVEMBER	Primary Data Centre ready
	DECEMBER	Start Integration Testing This is the first phase of a projected 30,000 hours of testing that will take place before the Games begin

2010	FEBRUARY	Launch of Accreditation systems Enabling online registration for accreditation
	APRIL	First Technical rehearsal to ensure operation readiness of the people and procedure
	MAY	Equipment Factory opens From here more than 2,000 computers, 170 servers and 500 network devices will be configured and distributed to more than 20 venues
	JUNE	Test Competition for 5 sports and at 4 venues The IT systems and infrastructure are rolled out to test competition venues
	JULY	1 week – Final technical rehearsal to ensure people, processes and technology readiness for the Games
	1 ST AUGUST	Start of Operations of Technology Operations Centre
	9 TH AUGUST	Results systems operational During the Games, these will relay results to the world in a fraction of a second
	14 TH AUGUST	Opening Ceremony of the Singapore 2010 Youth Olympic Games
	SEPTEMBER	System decommissioning and Wrap-up



ABOUT ATOS ORIGIN

Atos Origin is an international information technology (IT) services company. Its business is turning Client Vision into Results through the application of consulting, systems integration and managed operations. The company's annual revenues are EUR 5.1 billion and it employs over 50,000 people worldwide. Atos Origin is the Worldwide Information Technology (IT) Partner for the Olympic Games and has a client base of international blue-chip companies across all sectors.

In Asia Pacific, Atos Origin has its regional headquarters in Singapore and has 2,000 employees in 7 countries and regions servicing clients in Financial Services; Discrete Manufacturing; Telecom & Utilities; Process Industries; CPG/Retail and Public Sector.

Atos Origin Major Events' Mission

Since 1989, the Major Events unit of Atos Origin is exclusively dedicated to the provision of IT solutions and services to large-scale events and international bodies. Its mission is carrying its experiences and know-how from one event to another, and, in whatever configuration it is involved, helping to ensure that each event is a success.

The business unit aims to share its experience with sporting and non-sporting event organizers, and links this to specialist consulting, project management, systems integration, systems management, and the provision of software solutions. Atos Origin's involvement in large sporting events is at all levels - business, organizational and technical.

As well as serving the Olympic Games, Atos Origin, through its Major Events Unit, also provided systems integration, project management and applications software for other major events, such as the World Summit on the Information Society, Tunisia, 2005; the University Games, Turkey, 2005; the All Africa Games, Nigeria in 2003; FIFA World Cup in 2002 and 2006; the United Nations World Summit, South Africa in 2002, the Pan-American Games in Rio de Janeiro in 2007.

ATOS ORIGIN YOUTH OLYMPIC GAMES TEAM



Patrick Adiba
CEO Iberia – Olympics & Major Events
Atos Origin

Patrick Adiba provides strategic direction and executive management to Atos Origin as a member of the Executive Committee of the group in charge of Iberia and Major Events. Major Events is a business unit specialized in Major Events including the Olympic Games from Salt Lake City 2002 through to the Rio 2016 Olympic and Paralympic Games.

Most recently, he served as Head of Rest of World Group Business Unit within Atos Origin. He was previously Vice President Human Resources of SchlumbergerSema, a division of the Schlumberger group with more than 25,000 employees in 60 countries. Previously, Adiba had been Vice President and General Manager for SchlumbergerSema Latin America, for 5 years working predominantly in the Finance, Energy and Telecommunications markets.

Before moving to South America, Patrick worked as Vice President and General Manager e-City Division, providing leadership for the wide deployment of smart card based solutions for mobility solutions including parking and transport. Previously, Patrick held several other Marketing and Business development posts for Telecom systems. He also worked in research and development in the Energy domain.

Patrick holds a degree in Electronic and Telecommunications Engineering from INSA, Lyon and did an Executive MBA at Stanford University in 2001.

Herbert Leung (also known as Herbie) is currently CEO of Atos Origin Asia, managing the IT services business covering Consulting, Systems Integration and Managed Operations.

Most recently, he was COO of Atos Origin Asia and his primary responsibilities included strengthening and developing the Managed Operations business in Asia Pacific. Previous to this appointment, Herbie was the Senior Vice President of Managed Operations for the UK, Americas and Asia Pacific since 2004.

Before joining Atos Origin, Herbie was the Vice President of Global Service Delivery with SchlumbergerSema. He started his career with Schlumberger and has worked as country manager for China and Canada as well as the Vice President for Europe, Africa and CIS.

Herbie graduated with a First Class Honours in Electronics from the University of Dundee, Scotland.



Herbert MT Leung
CEO, Atos Origin Asia

ATOS ORIGIN YOUTH OLYMPIC GAMES TEAM



Jeremy Hore
COO, Atos Origin Asia

Jeremy Hore is COO for Atos Origin Asia. In this role, Jeremy is in charge of all the delivery resources in Asia and is responsible for infrastructures and processes in order to improve quality and efficiency across the region.

Previously, Jeremy was Atos Origin's Chief Integrator for the Beijing 2008 Olympic Games. He worked with the Beijing Organizing Committee (BOCOG) and a consortium of technology providers to deliver the information technology infrastructure for the Beijing 2008 Olympic Games. Jeremy was responsible for consulting, strategic planning, operations management, software development, systems integration, information security, disaster recovery and training at the Beijing Games.

He started his career as an engineer with Schlumberger Oilfield Services, managing engineering and IT projects in Australia, Asia and the Middle East before moving to Atos Origin. He has held previous positions as IT Manager for Middle East & Asia, based in Dubai and Global Account Manager, based in Paris. Jeremy holds an Electrical Engineering degree from the University of South Australia and an Executive MBA from Erasmus University Rotterdam.

Yan Noblot is Program Manager for Singapore 2010 Youth Olympic Games.

He is leading the team that will design, build, test and operate the IT infrastructure and systems that support the first Youth Olympic Games, held in Singapore in August 2010.

Yan has been involved in Atos Origin's Olympic Games projects since 2003. He worked on the 2004 Summer Games in Athens and the Turin 2006 Olympic Winter Games, as information security manager and led the team providing infrastructure services to support the construction program of the London 2012 Olympic Games.

Since joining the company in 1999, Yan has held a number of positions, mainly in the United States and Europe, where he recently was the global director for Atos Origin security offering. Prior to joining the Olympic Games projects Yan was a network and security expert for Schlumberger in Houston and a research engineer for NEC in Japan.

Yan holds an Engineering degree from Ecole Nationale Supérieure de Telecommunications of Paris and an Executive MBA of the Erasmus University in Rotterdam.



Yan Noblot
Program Manager
Singapore 2010 Youth Olympic Games
Atos Origin

ATOS ORIGIN YOUTH OLYMPIC GAMES TEAM



Cao Hailu
Operations Manager
Singapore 2010 Youth Olympic Games
Atos Origin

Cao Hailu is Operations Manager for Singapore 2010 Youth Olympic Games.

She is leading the operations team, working with the Singapore Youth Olympic Games Organizing Committee (SYOGOC) and a consortium of technology providers to develop, implement and manage the information technology operations for the Singapore 2010 Youth Olympic Games.

Cao has been involved in Atos Origin's Olympic Games projects since 2003. She worked on the Athens 2004 Olympic Games as the Precinct IT Manager in charge of the planning, deployment and operation of common domain competition venues and the main Olympic Stadium. For Beijing 2008 Olympic Games, Cao worked as the Venue Operations Manager and led the team to plan, deploy and operate the information technology infrastructure for more than 50 venues.

Since joining the company in 1997, Cao has held a number of positions, mainly in China, where recently was the Deputy Head of IT Operations of Atos Origin Hong Kong Managed Operations.

Cao has Master's degree from Beijing Institute of Technology and Bachelor's degree in Mechanical Engineering from Beijing University of Aeronautics and Astronautics.

Chan Heng Hong is System Integration Manager for Singapore 2010 Youth Olympic Games.

He is leading the team that will build, integrate, test and monitor games management systems, that support the Singapore 2010 Youth Olympic Games committee to manage their business processes such as managing accreditation badge and volunteers; and information diffusion systems, that provide crucial sport information (athletes bio, start list, results etc) to Olympic family, media and the public.

Heng Hong has been involved in Atos Origin's Olympic Games projects since 2002. He worked on the 2004 Summer Games in Athens as sport results manager, and the Beijing 2008 Olympic Summer Games as games management systems manager, where the systems in Beijing produced more than 500,000 accreditation passes and managed over 100,000 volunteers and staffs.

Since joining the company in 1998, Heng Hong has held a number of positions mainly in Asia and Europe. Prior to joining the Olympic projects, Heng Hong was working for Schlumberger in software development in Paris, Hong Kong and Beijing. Heng Hong holds an Electrical Engineering degree from Universiti Teknologi Malaysia.



Chan Heng Hong
System Integration Manager
Singapore 2010 Youth Olympic Games
Atos Origin

ATOS ORIGIN YOUTH OLYMPIC GAMES TEAM



Vladan Todorovic
Technology & IT Security Manager
Singapore 2010 Youth Olympic Games
Atos Origin

Vladan Todorovic is Technology and IT Security Manager for Singapore 2010 Youth Olympic Games.

He leads an international team of top technology experts responsible for the smooth operations of all critical Games infrastructure. He is the key YOG architect bringing together design and implementation of the Games infrastructure in the areas of networking, data centers, system and database platforms, IT security and ensuring systems robustness; and puts in place risk assessment and mitigation plans.

Vladan had over ten years of IT and Information Security experience holding different positions in many major events projects; winning awards for contributions and achievements made. At the Beijing 2008 Olympic Games, he was the Information Security Manager, and was honored with the ISC2 award for outstanding leadership achievement in the category of IT Security Professionals. At the Torino 2006 Olympic Games, he was Security Monitoring Solution Architect, winning "Best Solution of The Year 2006" awarded by Computer Associates (CA) in 2007 for unique real-time processing Intelligent Security Monitoring system aligned with business security risk management processes.

Vladan holds a Master of Science degree in Computer Science and Telecommunications Engineering, with a number of specialized IT related diplomas.

Low Soon Leng is Project Management Office & Quality Manager for Singapore 2010 Youth Olympic Games.

As Project Management Office & Quality Manager, Soon Leng is responsible for defining and maintaining quality standard processes within the YOG IT project as well as preparation, maintenance and tracking of the project IT Master Plan.

Prior to joining the Singapore 2010 Youth Olympic project, Soon Leng had managed global and regional IT projects that encompasses the transition and transformation of the clients IT environment. This includes defining the clients' Future Mode of Operations (FMO), understanding clients' Current Mode of Operations (CMO), identifying gaps, streamlining processes and procedures and planning and implementation of innovative programmes to transform clients' environment to the desired FMO. Soon Leng was actively involved in IT Outsourcing and solution engagements.

Soon Leng has a Diploma in IT computing, and has more than 10 years of experience in the IT industry.



Low Soon Leng
Project Management Office & Quality Manager
Singapore 2010 Youth Olympic Games
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FOR SINGAPORE 2010
YOUTH OLYMPIC GAMES**

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