



## Timeline

During the **16 days** of competition, more than **5 million security alerts** to the Games IT systems were recorded, of which just **425** were serious and **20** critical. Thanks to its sophisticated and advanced monitoring technology, the IT team was able to respond fast to all the critical alerts and prevent unauthorized access.

Atos' IT team processed **70% more accreditations** than any Games in history – more than **340,000 in total** – and securely processed more than **80% more competition data** for media and news agencies worldwide – totaling **1.5 million** messages.

Most digitally enabled Olympic Games in yet with more people than ever tuning into watch the events on more devices than ever before. Atos processed **30% more competition data for media** and news agencies worldwide to meet the growing demand for information as it happens.

**2002**

Atos' first Games as Worldwide Information Technology Partner. The stable, secure IT platform developed for this Games provides the foundation for all future Games.

**2004**

**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**

**2010**

Technology helps to minimize the environmental impact of the Olympic Games by reducing the **CO<sup>2</sup> emissions** of the Games IT infrastructure and improving access to information via online portals.

**2012**

**2014**

At Sochi Olympic Games, Atos has provided, for the first time, real time results, directly from the **Cloud**, using the official Games website. It was a big step to the technology in the Olympic Games, because cloud paving the way for much greater use of the Cloud to provide an even more agile IT infrastructure for the Games in the future.

## How it works

**Games Management Systems**



To support the planning and operations of the Games including accreditation, recruitment and training of employees and volunteers.

**Information Diffusion Systems**



To deliver real time results to the media and participants.

**Operations**



Implement and manage the infrastructure and systems during the Games.

**Digital Transformation**



The first time in a Summer Games where key systems are managed in the cloud including the volunteer portal and the accreditation system.

**2016**

**Atos**  
Worldwide IT Partner



Equivalent to a business of **200,000 employees**, addressing **4 billion customers**, operating **24/7**, in a new territory, every 2 years.

**CUSTOMER EXPERIENCE**

**4.8BN** Worldwide TV viewers  
**30,000** media  
**37** competition venues with complete IT infrastructure  
**14,700+** athletes

**TRUST & COMPLIANCE**

**300,000+** accreditations

**OPERATIONAL EXCELLENCE**

**70,000** volunteers recruited through an on-line portal  
**200,000** hours of IT testing  
**80** different system and applications  
**250** servers