Agenda

**Welcome
Sidney Levy**
Rio 2016™
Chief Executive Officer

**Atos Brazil
Alexandre Gouvea**
Atos
CEO LATAM

**Atos & the Games
Patrick Adiba**
Atos
Group Executive

**Atos in Rio
Michele Hyron**
Atos
Chief Integrator Rio2016

**Technology Update
Elly Resende**
Rio2016
Technology Director

**Opening of the Integration Test Lab
Rio 2016 Olympic & Paralympic Games**

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Atos and the Games embracing Digital Transformation
Turning the event into a global and fully connected experience

Long-term relationship based on trust and proven performance since

Barcelona 1992

End User Experience
1992: Statistic information for the the press only on dedicated kiosks
2016: Video integrated with real time data available to end user

Olympic Information:
1992: One application per type of users
2016: Common data-model supporting all the applications

Infrastructure:
1992: First client/server architecture
2016: Cloud enabled IT

Contract for the provision of IT Services for the IOC extended **until 2024**

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The Olympic Challenges

Innovation

New environment every 2 years

Cloud

Smarter communications

Sustainability

On time

Digitisation

Business Reinvention

Customer experience

Powering progress

Trust & Compliance

Operational Excellence

Cyber security & risk

High visibility

Large scale & complex

Resourcing

On budget

Operational readiness

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Bringing together people, processes and technology

Program Management

Critical Games Applications

Systems Integration

Application & Systems Mgmt

Operations Management

IT Security

Cloud Services*

* The Rio 2016 cloud computing solution is delivered in partnership with Atos, Embratel, Cisco and EMC.

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What is behind?

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

Customer Experience		Trust & Compliance
4BN Worldwide viewers	**37** Competition venues with complete IT infrastructure	**300,000 +** accreditations
30,000 media	**14,700 +** athletes	**0** IT security impact

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What is behind?

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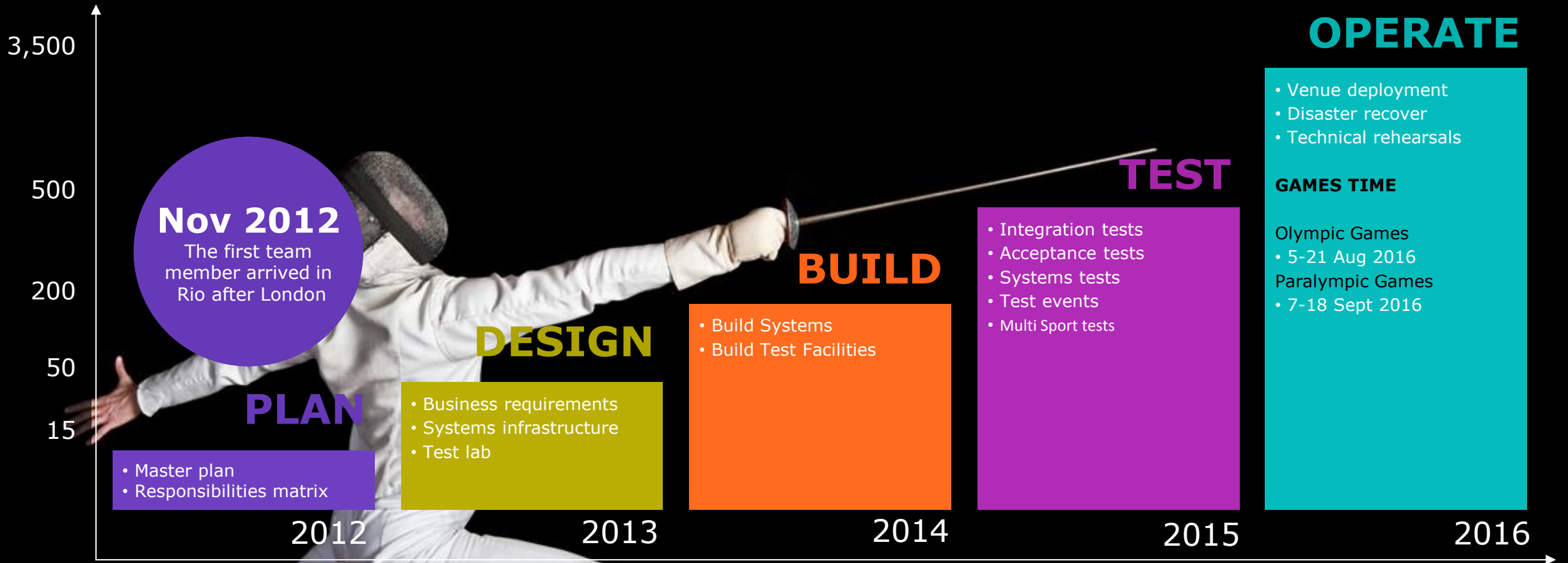| Operational Excellence		Business Reinvention
70,000 volunteers - with online portal	**200,000** testing hours	**+++** digital, social games
80 different systems and applications	**250** servers	**Cloud*** services

RIO 2016

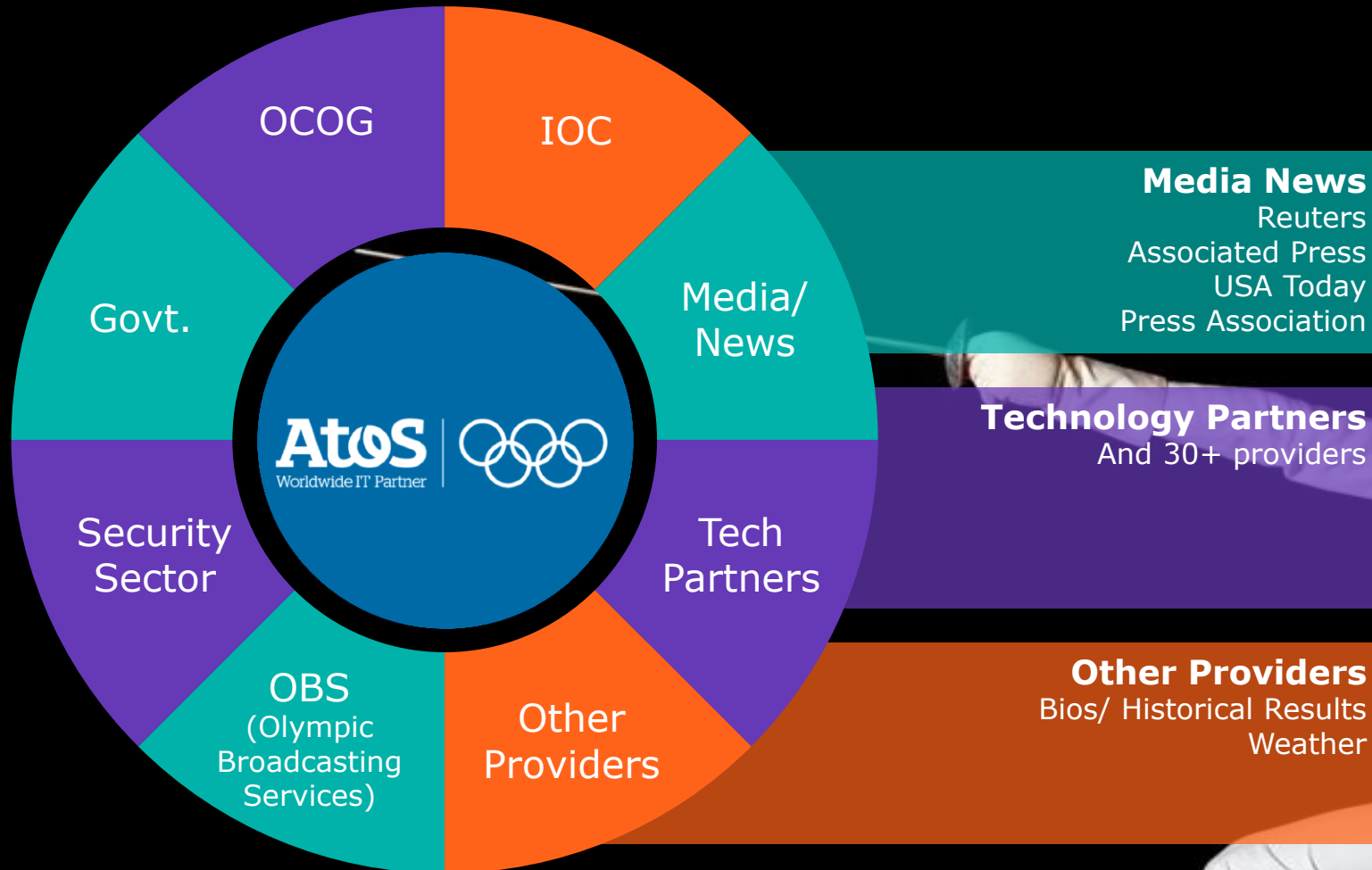* The Rio 2016 cloud computing solution is delivered in partnership with Atos, Embratel, Cisco and EMC.

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Over 4 years of preparation: For 3 weeks peak time

Onsite staff*

3,500

500

200

50

15

OPERATE

• Venue deployment
• Disaster recover
• Technical rehearsals

GAMES TIME

Olympic Games
• 5-21 Aug 2016
Paralympic Games
• 7-18 Sept 2016

TEST

• Integration tests
• Acceptance tests
• Systems tests
• Test events
• Multi Sport tests

BUILD

• Build Systems
• Build Test Facilities

Nov 2012
The first team member arrived in Rio after London

DESIGN

• Business requirements
• Systems infrastructure
• Test lab

PLAN

• Master plan
• Responsibilities matrix

2012   2013   2014   2015   2016

*IT resources (including volunteers, committee and partners)

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One team: One goal

OCOG

IOC

Govt.

Media/
News

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Security
Sector

Tech
Partners

OBS
(Olympic
Broadcasting
Services)

Other
Providers

Media News
Reuters
Associated Press
USA Today
Press Association

Technology Partners
And 30+ providers

Other Providers
Bios/ Historical Results
Weather

Ensuring key systems are in place: Before…

Games Management System

Volunteer portal

Supporting Rio2016 recruit up to **70,000** volunteers

Sport entries & qualifications

Collects and processes data for each of the **14,700** athletes eligible to compete in the Games

Accreditation

Identifies accredited participants, manages registration, assigns access privileges and provides access control information for **300,000** people

Workforce management

At work long before the Games start, support the HR departments with all functions needed for managing interviewing and training staff and volunteers

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Ensuring key systems are in place: During

Information Diffusion System

This group of systems delivers real-time results to the media and the Olympic family.
This includes the Commentator Information System and myInfo+

- **myInfo+** – This internet application enables accredited media, sports officials and athletes to access information such as schedules, transport news and sports records.
- **Commentator Information System (CIS)** – The CIS provides commentators and journalists with touch-screen technology that gives results in real time, so quick they can see the results before they hear the roar of the crowd. The Remote CIS system service enables commentators to access the same competition results from the studios in their home countries in a fraction of a second.

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But we go beyond. We see step changes in how disruptive technologies – Complex Data, Cloud and Cyber Security - address emerging challenges and make a major impact.

What is new Rio 2016

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Real-time Complex Data analytics for safe-keeping the Games

0

impact on
the Games

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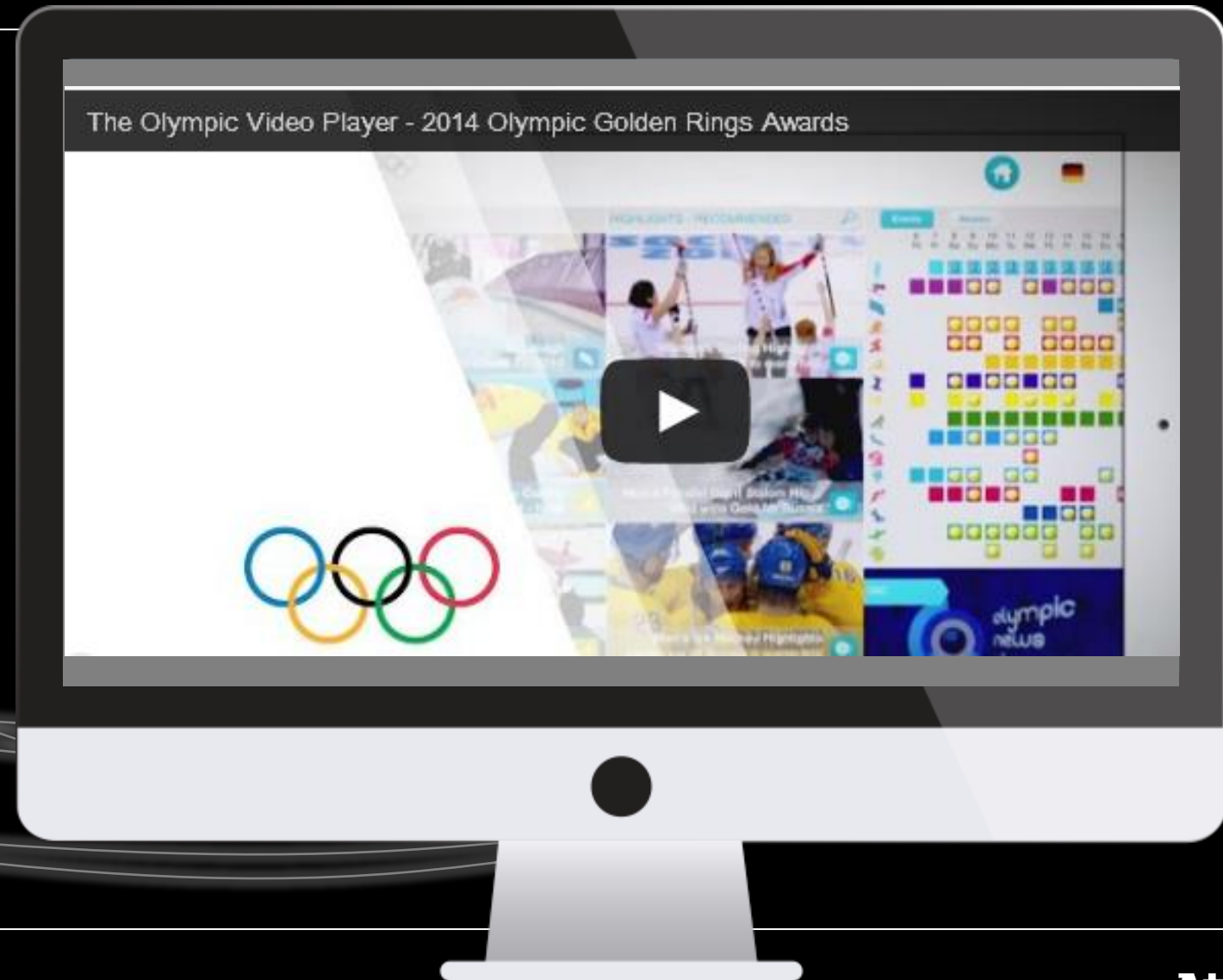
Cloud has made it into the Olympics squad

Ensuring agile, flexible and scalable operations
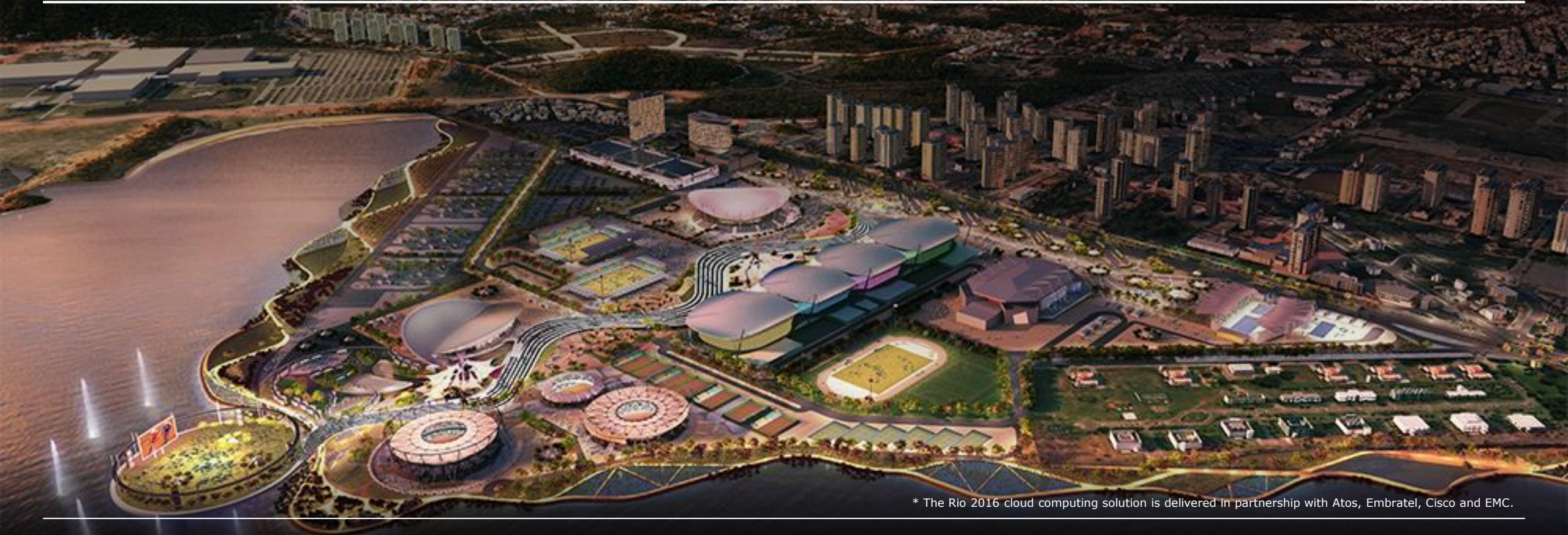
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Enriching the consumer experience

Using new digital technologies

The Olympic Video Player - 2014 Olympic Golden Rings Awards

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The Lab
Bringing the Olympic and Paralympic Games under one roof

Individual sport cells

Accommodates over **200,000 hours** of testing

Paralympic Games cells

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Rio2016
Key facilitator in the transition

Rio represents a new transition to the new delivery model for the Games

from built each time to built once - centralising integration, implementation and support functions

Exploiting new digital technological advances and efficiencies

Still minimizing risk within the Games environment

Re-use specialist Games expertise with Games specific procedures and technologies – delivering high quality while tightly containing cost

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The Lab