

Atos and the technology of the Olympic and Paralympic Games

For a safe, sustainable and innovative event





Atos, partner of the International Olympic Committee (IOC) and the Organizing Committee for the Olympic and Paralympic Games Paris 2024 (OCOG)

Atos is the Worldwide IT Partner of the International Olympic Committee (IOC) for the Olympic and Paralympic Games Paris 2024.

As a leading technology integrator, Atos supports the information and communication technologies of the Olympic and Paralympic Games and ensures the security of the IT infrastructure.

For more than three decades Atos has proudly delivered services to the Olympic and Paralympic Movement.

Our longstanding collaboration has spanned over 20 years as the Worldwide IT Partner of the Olympic Games – a journey defined by trust, innovation and shared goals



Over 30

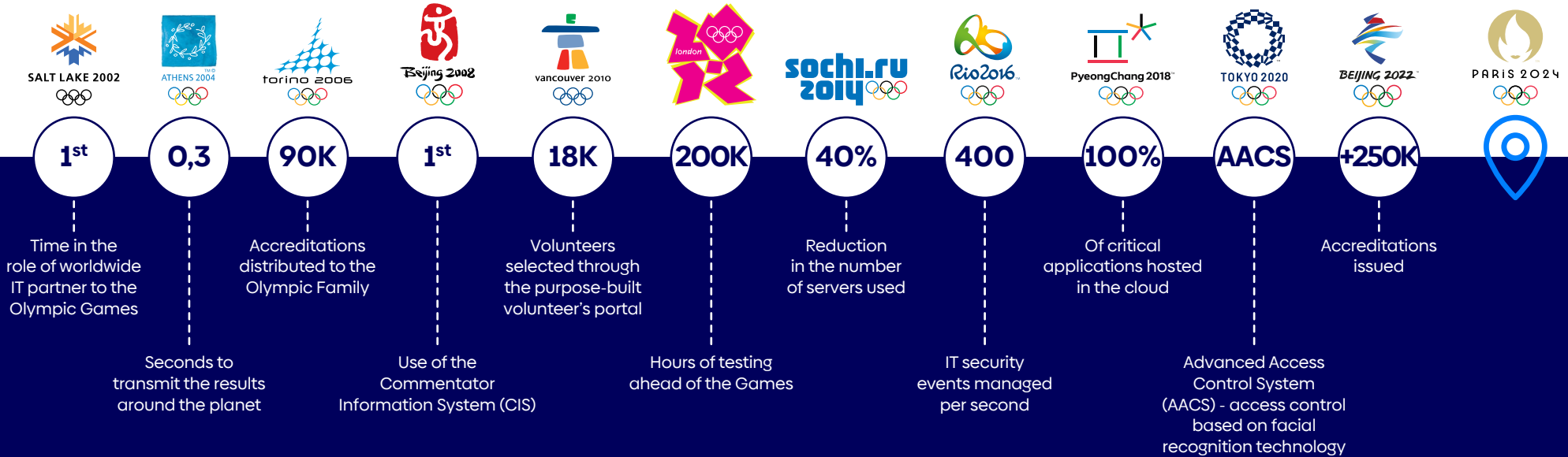
years of continuous innovation and collaboration with the Olympic Movement

Since Salt Lake City 2002

Worldwide IT Partner of the International Olympic Committee

Since Beijing 2008

Worldwide IT Partner of the International Paralympic Committee



Behind the scenes: digital technologies at the heart of the event

Atos has rolled out three sustainable, autonomous and complementary IT infrastructures that can be reused from one edition to the next in order to reduce the environmental impact on IT around the Olympic Games.

50%

reduction in the number of physical servers used during the Olympic and Paralympic Games Tokyo 2020 compared to previous editions.

The Olympic and Paralympic Games Paris 2024

49

competition venues

250,000

hours of testing

+150

key applications

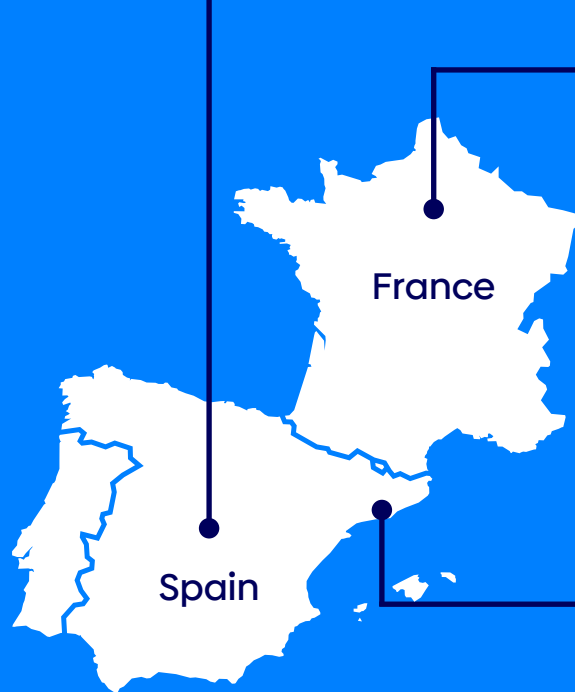


1 operational model, 3 IT facilities

Madrid

The Integration Testing Lab (ITL)

located in Madrid manages all IOC application integration testing with the assistance of its teams and those of the Organizing Committee and Omega, the official timekeeper of the Olympic and Paralympic Games. In the past, the ITL was set up in the host city. The ITL in Madrid opened after the Rio 2016 edition as the IT center of the Olympic and Paralympic Games dedicated to testing for the PyeongChang 2018 Games and subsequent editions of the event. The ITL is a 1,000 sq. m. laboratory that houses testing units for each sport and competition venue. The critical Olympic & Paralympic management and broadcasting application suites, the Olympic Management System (OMS), and the Olympic Diffusion System (ODS) and their various modules are tested there by more than sixty experts and the results of those tests are shared with all the parties involved. During the competition, more than 60 ITL Results Managers will be transferred to the various venues in Paris.



Paris

The Technology Operations Center (TOC)

in the host city of the Olympic and Paralympic Games is the technology command and control center that houses the Atos, IOC, Organizing Committee, and other technology partner teams. Those various teams coordinated by Atos are made up of approximately 300 people and will be mobilized 24 hours a day, 7 days a week throughout the competitions.

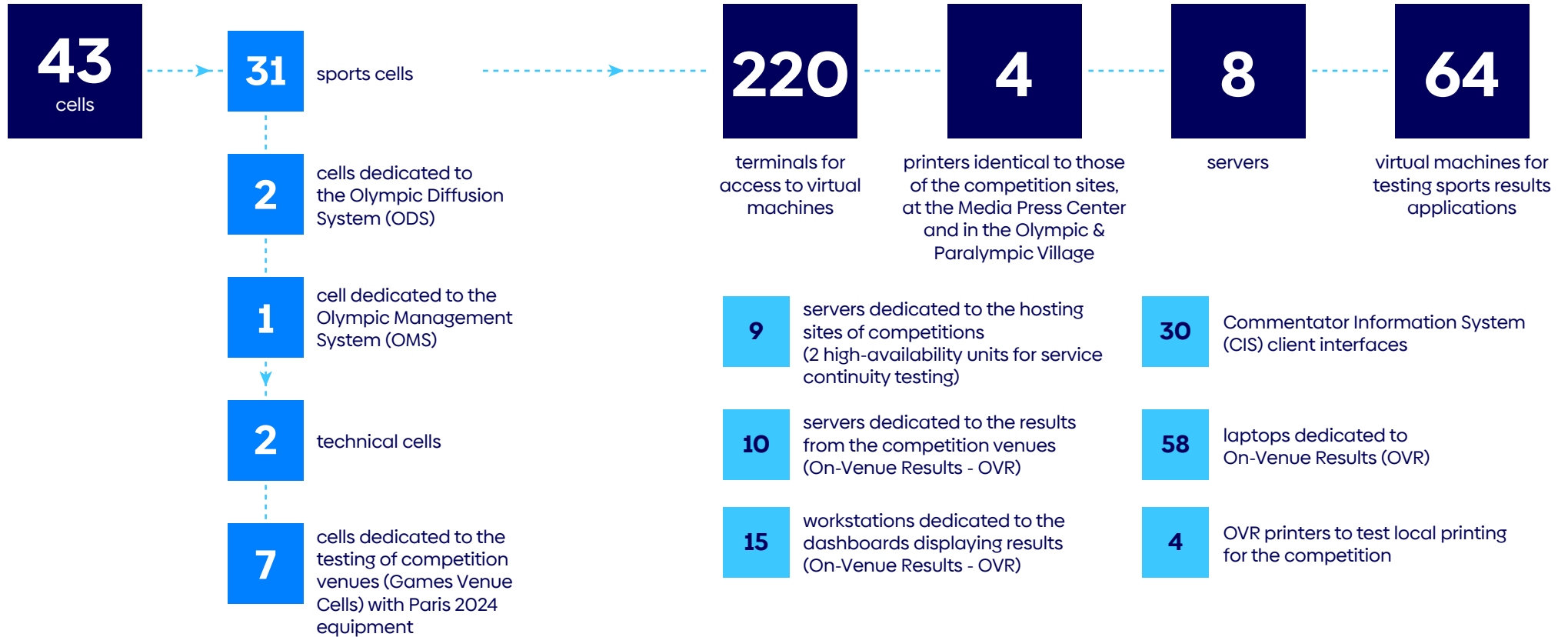
Barcelone

The Central Technology Operations Center (CTOC)

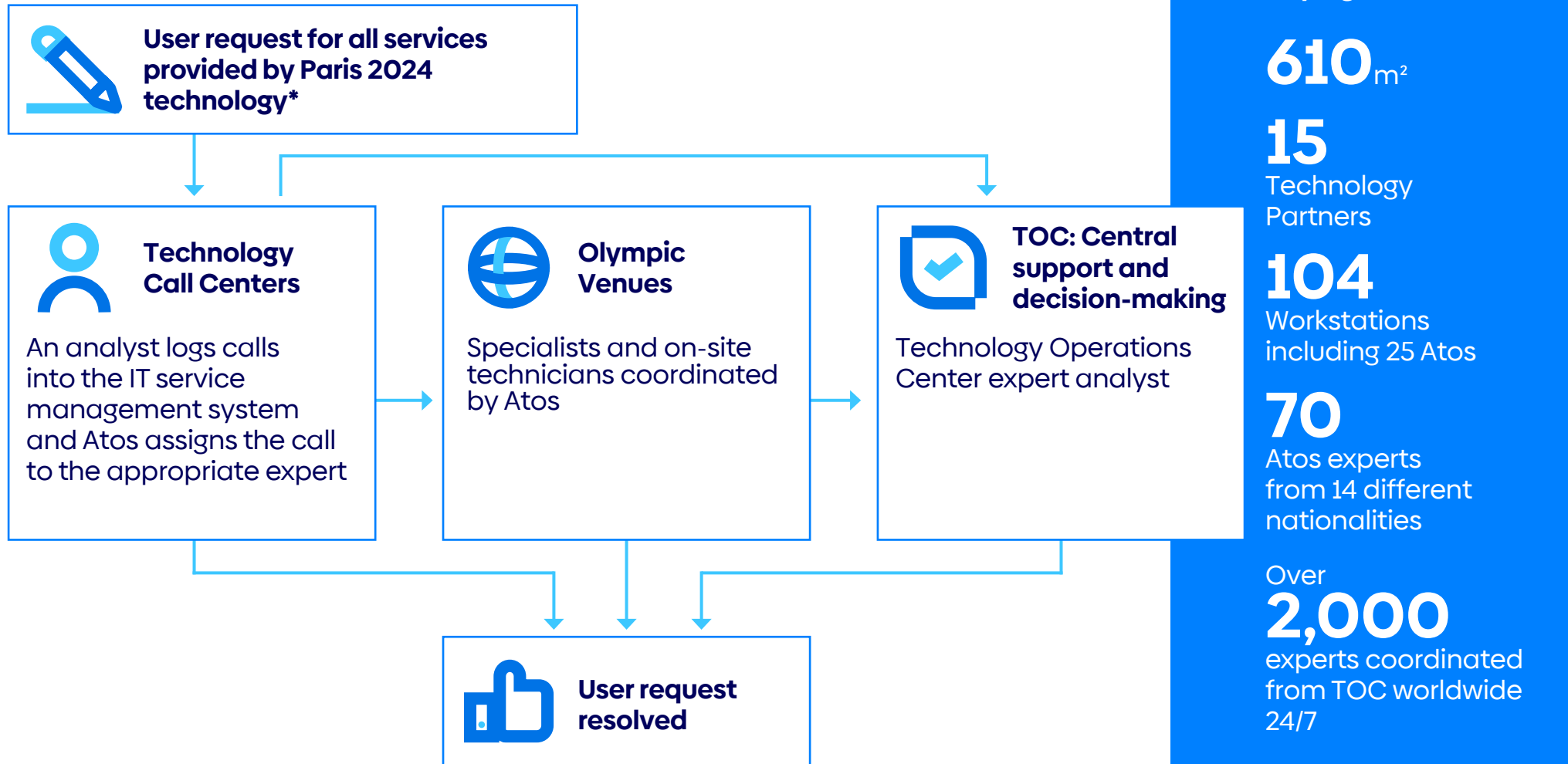
located in Barcelona provides remote assistance to TOC teams during competitions or other critical periods like the volunteer campaign and orchestrates key applications for the Olympic and Paralympic Games Paris 2024. The CTOC team will grow to over 80 people at the height of the Games, including operations, architecture, security, infrastructure, and data managers.



The Integration Testing Lab (ITL): key figures

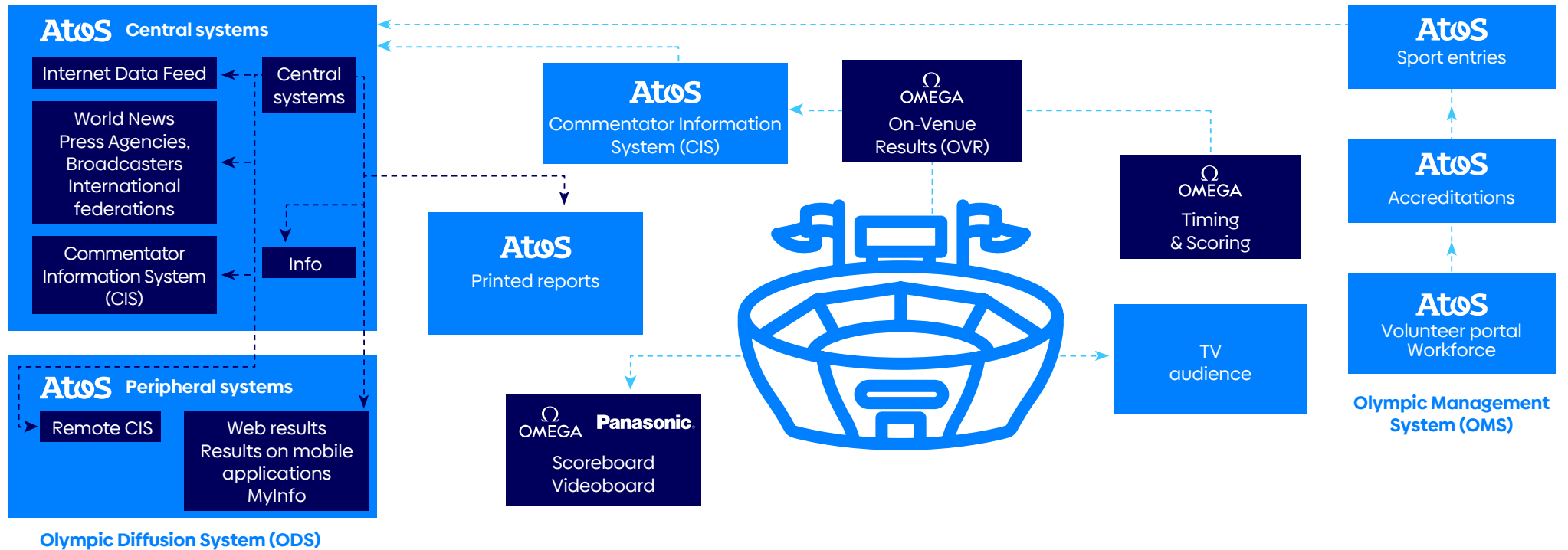


Technology Operations Center: Support management during games time



*Incidents, requests for access to organizational IT services, etc.

Real-time results and data from around the world



+150
key applications

ODS (Olympic Diffusion System)

- Olympic data feed
- Web results
- Commentator Information System (CIS)
- MyInfo
- Print Distribution (PRD)

OMS (Olympic Management System)

- Volunteer portal
- Operational team management system
- Athlete voting applications
- Sport entries and qualifications system
- Competitions schedule system
- Accreditations



Olympic Diffusion System (ODS)

The ODS (a suite of applications) provides the public with data, video, results, and information about the athletes (age, nationality, category, etc.).

The **Olympic Data Feed (ODF)** centralizes the results and statistics from all the OVR (On-Venue Results) systems located at each competition venue and transmit them to news agencies, broadcasters, federations, and National Olympic Committee computer systems around the world.

The **Web Results System (WRS)** collects the data from the results feed and converts them into aesthetically pleasing and comprehensible web pages for all those who use the official website and mobile app. It provides:

- Schedules, results, statistics, medals, and rankings.
- Information about the athletes, teams, officials, and horses.

All the content in the web results system is designed to be usable from mobile devices and laptops.

The **Commentator Information System (CIS)** provides information and results to broadcasters, whether they are watching the competition in the venue or from home.

MyInfo provides information to journalists who refer to content prepared by the IOC's Olympic Information Service to produce articles for their news organizations. It also provides the press and members of the Olympic family with instant access to results, competition schedules, medals tables and exclusive information for the media such as press conferences or training sessions.

- For Tokyo 2020, the information system was transformed from a website displaying exclusively results to a sports news website featuring text, photos, and videos.
- For Paris 2024, the system can be accessed from a device of the user's choosing (PC, smartphone, tablet device). Media organizations can configure their preferences and receive notifications and email alerts from anywhere in the world.

The **Print Distribution (PRD)** system provides printed reports to international sports federations, the press, broadcasters and VIPs according to a distribution list configured in advance.



Olympic Management System (OMS)

The Olympic Management System (OMS) is a suite of applications that meets IOC and Organizing Committee requirements for accreditations, entries, qualifications, team management, and many other functions essential to the organization of the Olympic and Paralympic Games following the strictest security and data privacy requirements.

The volunteer portal is used for recruiting, selecting, and managing volunteers – from checking the suitability of applicants for the various roles and assignments, to providing regular updates on the status of submitted volunteer applications, sending out invitations to interviews, sharing the schedule with the selected volunteers and providing them with access to their accreditation as a selected volunteer.

The operational team management system helps the organizing committee effectively manage all the personnel, including volunteers: allocation of roles, cost management, productivity optimization, and minimization of regulatory compliance risks. Its intuitive, multilingual user interface easily integrates with other information systems.

The athletes' voting application collects athletes' votes for the election of their representatives to the IOC Athletes' Commission, which ensures that athletes' opinions remain at the heart of the Olympic Movement. The application quickly processes the results and provides visual statistics for easy analysis.

The sport entries and qualifications system evaluates the eligibility of athletes and teams based on qualification criteria and quotas. Athletes and teams are then selected to participate in the Games based on the data registered in the accreditation system.

The competitions schedule system makes it easier to manage and publish the Olympic and Paralympic Games schedules, synchronizing the competitions and allowing the organizers to look up the schedules of events on a centralized intranet site.

The accreditation system manages the Olympic and Paralympic family access badges. A secure identity and information management system performs background checks through secure integration with the law enforcement, homeland security and immigration agencies from the home country of each accreditation applicant. Badges allow access to the facilities and event sites according to the profile assigned to each individual. They also serve as a visa allowing the accredited individual to enter the country that is hosting the Olympic and Paralympic Games.



About Atos

Atos is a global leader in digital transformation with 105,000 employees and annual revenue of c. € 11 billion. European number one in cybersecurity, cloud and high-performance computing, the Group provides tailored end-to-end solutions for all industries in 69 countries. A pioneer in decarbonization services and products, Atos is committed to a secure and decarbonized digital for its clients. Atos is a SE (Societas Europaea) and listed on Euronext Paris.

The purpose of Atos is to help design the future of the information space. Its expertise and services support the development of knowledge, education and research in a multicultural approach and contribute to the development of scientific and technological excellence. Across the world, the Group enables its customers and employees, and members of societies at large to live, work and develop sustainably, in a safe and secure information space.

Find out more about us
atos.net/fr/jeux-olympiques
#AtosMakItHappen

Let's start discussion together



About Tech Foundations

Tech Foundations is the Atos Group business line leading in managed services, focusing on hybrid cloud infrastructure, employee experience and technology services, through decarbonized, automated and AI-enabled solutions. Its 52,000 employees advance what matters to the world's businesses, institutions and communities. It is present in 69 countries, with an annual revenue of € 6 billion.

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The Atos logo is displayed in a large, white, bold, sans-serif font. The letters 'A', 'T', and 'S' are significantly larger than the 'o's, creating a distinctive, stylized appearance.