

**Atos**  
Worldwide IT Partner



**Rio 2016**





Atos is an international  
information technology  
company

delivering consulting, system integration,  
managed and cloud services , mission critical  
and high performance infrastructure

**Atos**

A Group of Companies

Atos, Atos Consulting, Atos  
Worldgrid, Bull, Canopy, and  
Worldline.



Annual revenue

+ 11 B€

Workforce

+ 100.000  
Business Technologists



Worldwide Information Technology  
Partner for the Olympic and Paralympic  
Games

and is quoted on the NYSE Euronext Paris  
market.



# 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 – Big Data use cases

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



# But 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

**4,8 BN**  
Worldwide viewers

**30,000**  
media

**37**

Competition venues with complete IT infrastructure

**14,700 +**  
athletes

## Trust & Compliance

**300,000 +**  
accreditations

**0**  
IT security impact

**RIO 2016**

# But 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

## Operational Excellence

**70,000**  
volunteers - with online portal

**200,000**  
testing hours  
Competition venues with complete IT infrastructure

**80**  
different systems and applications  
media

**14,250** +  
servers

## Business Reinvention

**300,000 +**  
digital, social games

**Cloud**  
IT services impact

# RIO 2016

# The Olympic Challenges





.....Well...this will say it all....!



**Sorry!**  
Can you do it again?  
We were hacked!

# Our recipe?

Bringing together people,  
processes and technology

Program  
Management

Critical Games  
Applications

Systems  
Integration

Application &  
Systems Mgmt

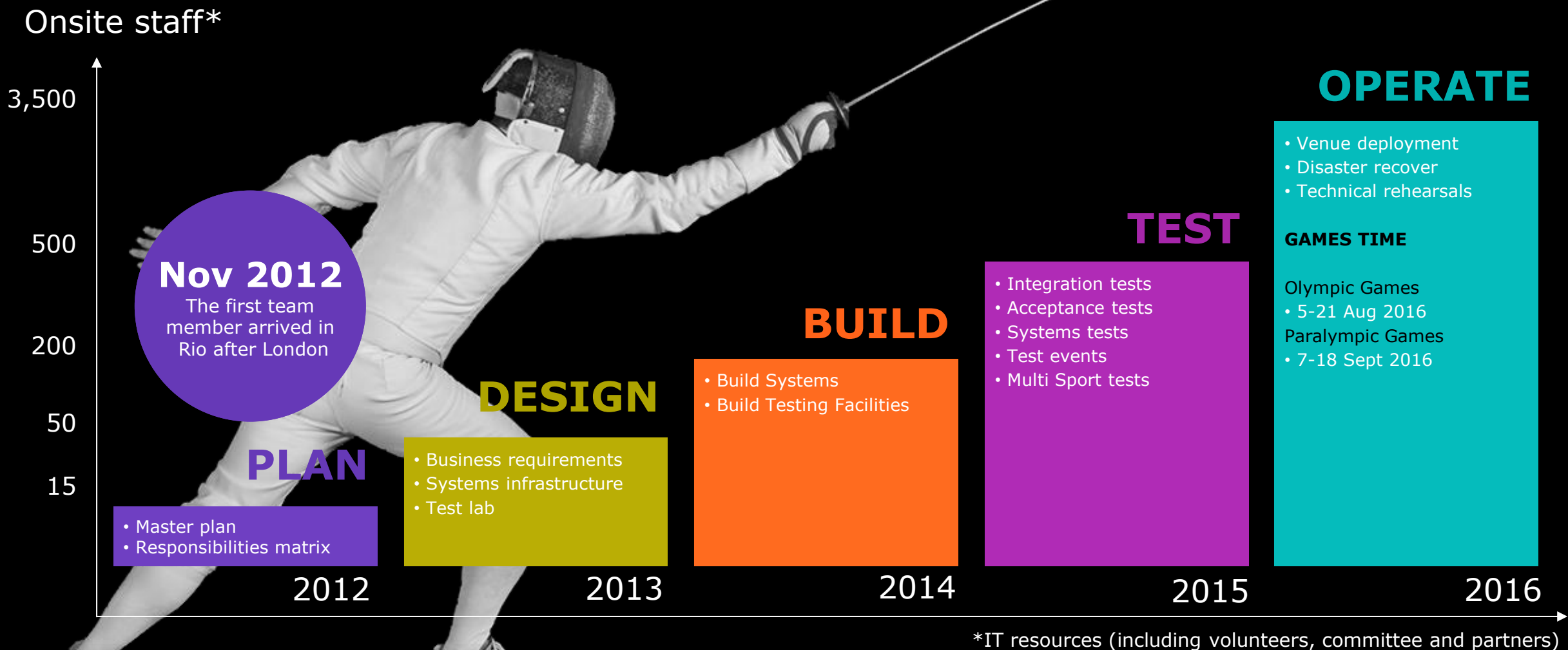
Operations  
Management

IT Security

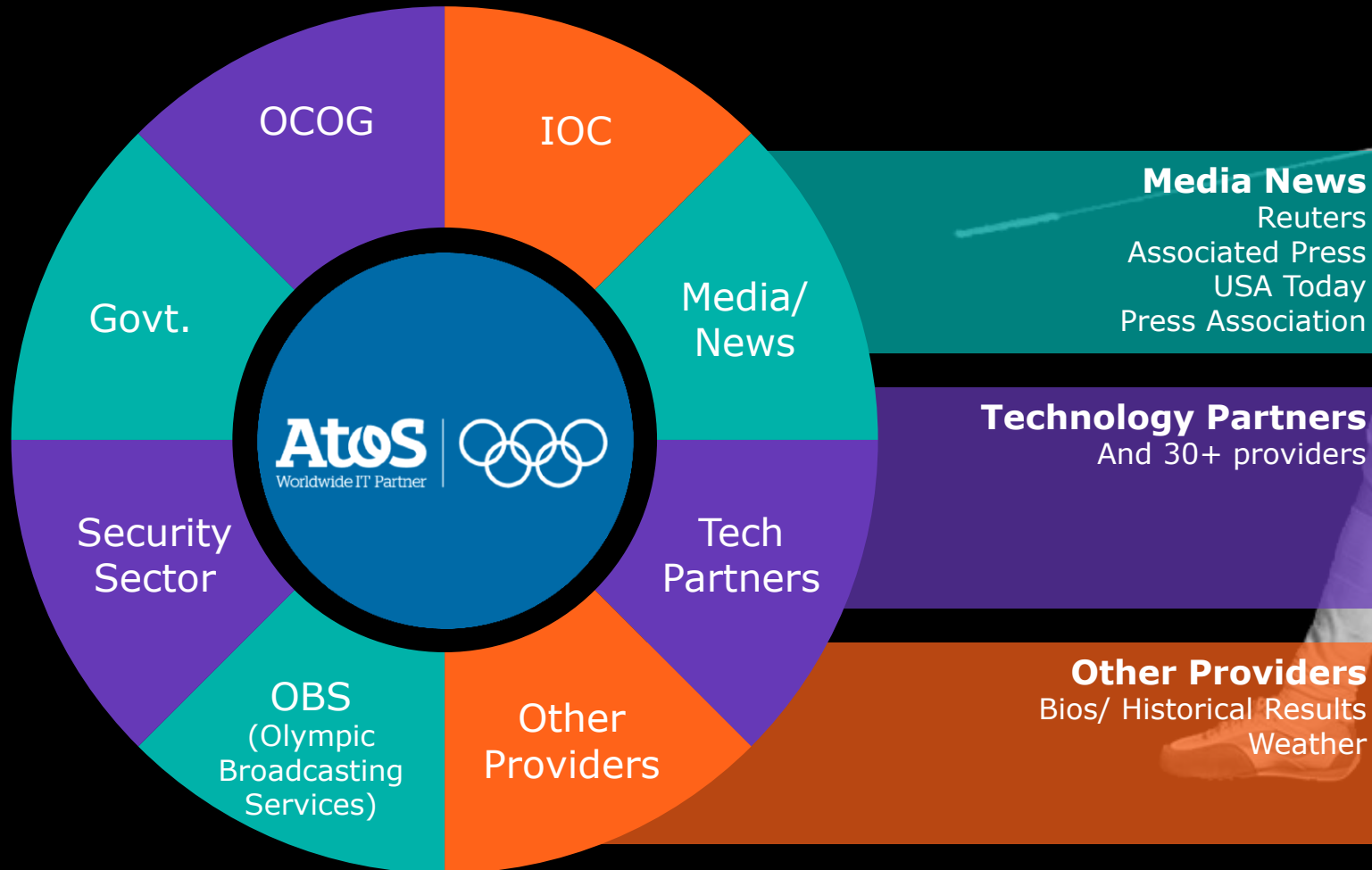
Cloud Services



# Over 4 years of preparation: For 3 weeks peak time



# Partnership Management: Value creation ecosystem





# 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

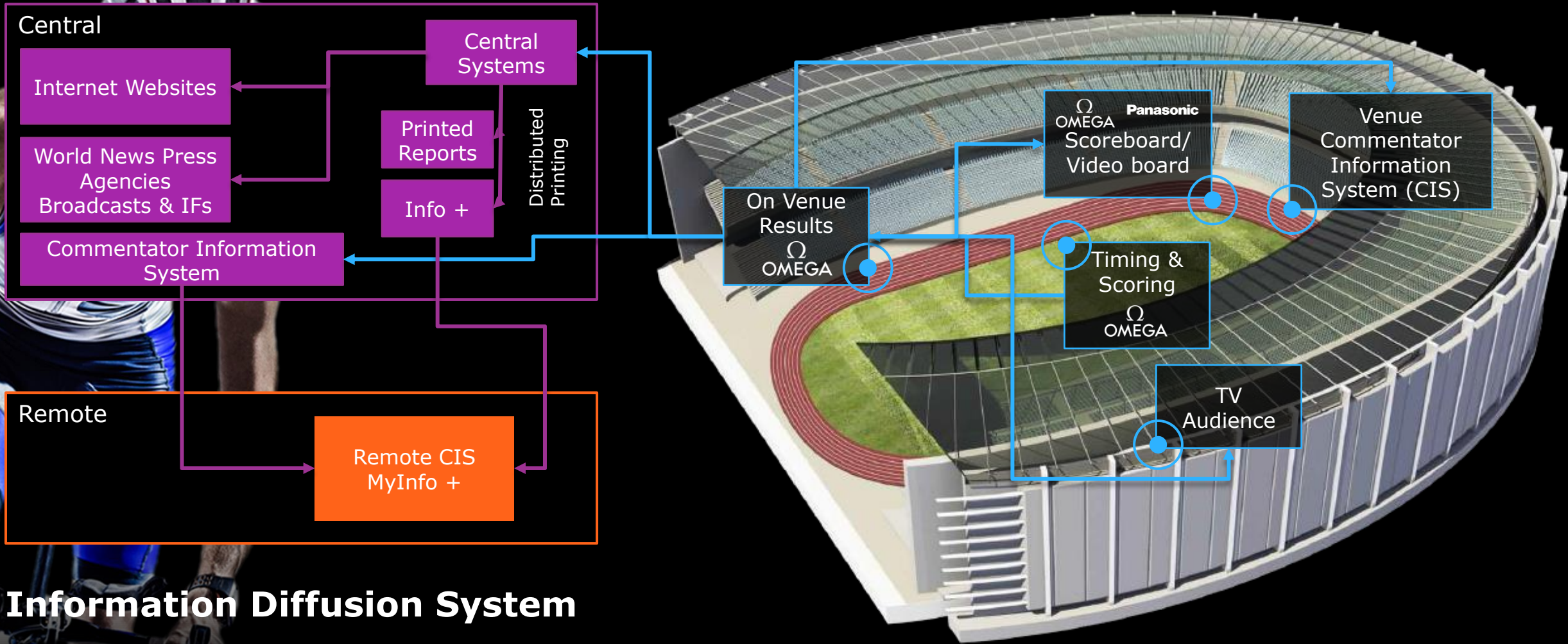
Identifies accredited  
participants,  
manages registration,  
assigns access  
privileges and  
provides access  
control information  
for **300,000**  
people



### 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

# Ensuring key systems are in place: During



## Information Diffusion System





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

**Like  
in any  
business...**



RIO 2016

At the heart  
of all this  
**Technology  
Operations  
Center**

Control and Command Center  
for Technology that supervises **all 144 Olympic  
competition and non-competition venues**



# A typical day in the TOC

From **25th July 2016** the TOC will operate at full capacity **24/7**

**187**

Positions



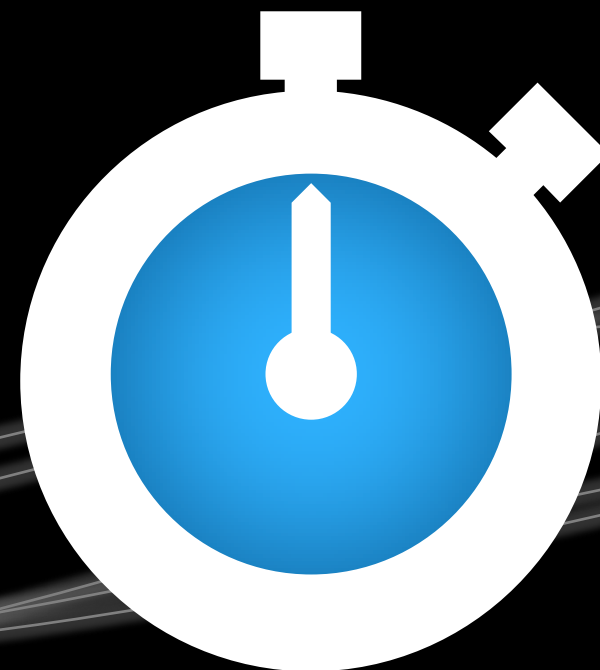
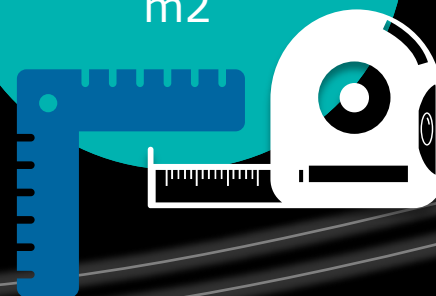
**500**

business  
technologists



**800**

m<sup>2</sup>



# A typical day in the TOC

The TOC manages and monitors the technology infrastructure and systems for:

## Digital

Support

**4783M\***

website page views



Enable

**430,000\***

Info+ and myInfo+ page views

## Security

Collect

**255M\***

system messages

Identify

**4.5M\***

as significant events

Escalate

**5324\***

to TOC for assessment

Raise

**686\***

as tickets to the venues

**0 IMPACT**



## Operations

Manage nearly

**27,000\***

incidents



\* Figures from London 2012 Olympic Games



# Huge security challenges

## Ensuring protection



Data  
Protection  
Laws



Insiders



Terrorist



Abusers



Leakages



Brand  
Reputation



Hackers



Employees



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

**London 2012 figures, 17 days:**  
**Over 255 Million events**  
**4.5 Million filtered**  
**5324 raised to TOC**  
**686 tickets**

**0 Security incidents**

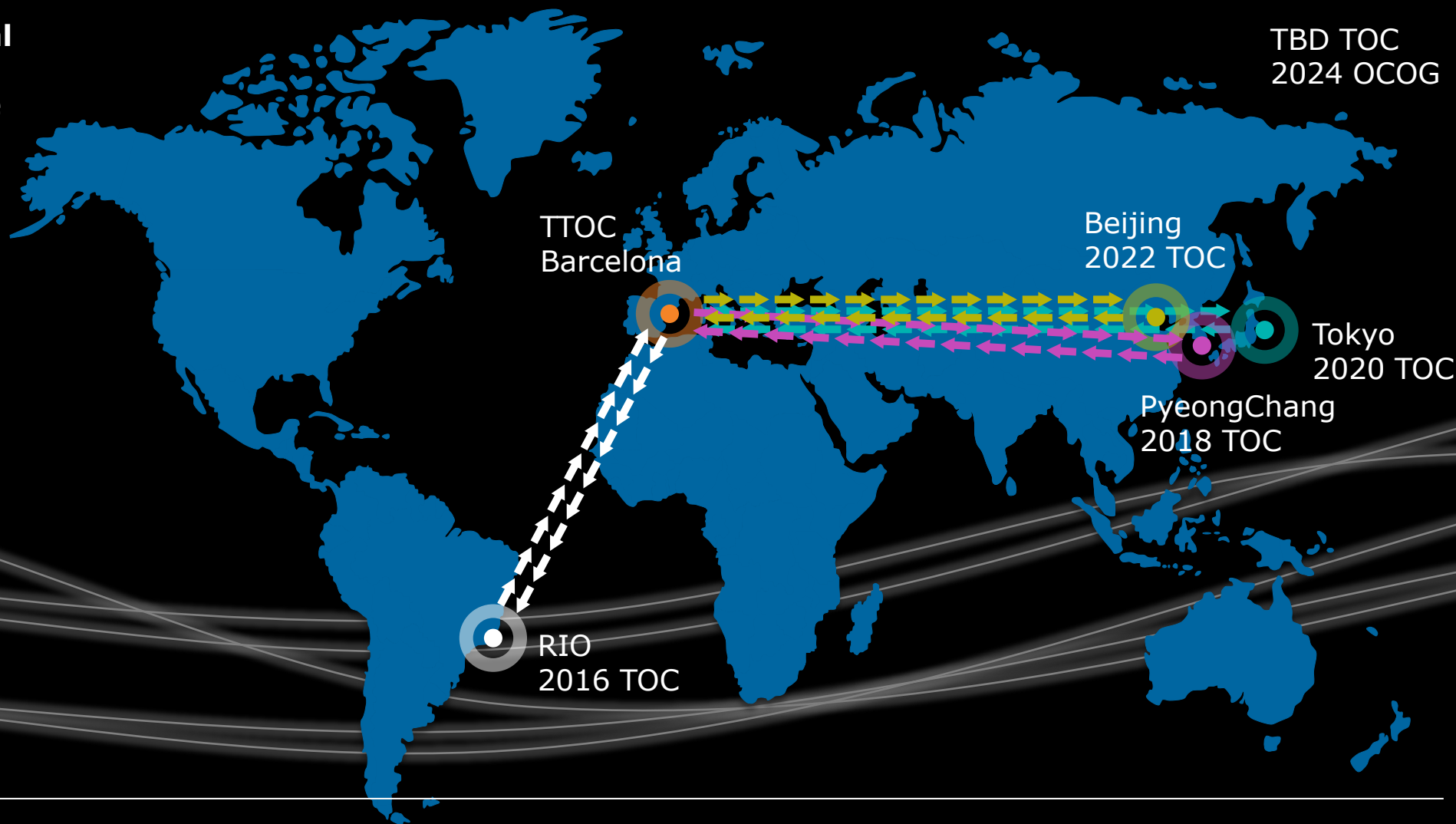
**Sochi 2014 figures, 30 days:**  
**Over 322 Million events**  
**1.1 Million filtered**  
**8936 raised to TOC**  
**182 tickets**

**0 Security incidents**

# The Technical Technology Operations Center

**A major step in the digital transformation** of the Games is the creation of the Technical Technology Operations Center in Spain

**Operating 24/7, a team of 150 business technologists** will help to improve efficiency and reduce costs of the IT by providing remote support to the TOC





# Driving business excellence with a new central delivery model

**From build each time to build once.**  
The new delivery model is a paradigm shift from a 'build each time' to a 'build once' model delivering services over the cloud that creates significant efficiencies and operating flexibilities.



# Digital Transformation for the Olympic Games

## For a fully connected global experience

### Business Reinvention

Moving from traditional to new business models.

All systems will be in the cloud by 2018.

**Through Canopy Cloud services**

### Trust & Compliance

Safekeeping the Games.

Over 200 IT security events per second are handled, with zero impact.

**Through real-time data analytics.**

### Customer Experience

Bringing the rich experience of every moment of the Olympic Games at the fingertips of the fans.

Real-time results to 8 billion devices, worldwide.

**Through Digital & New Media technologies**

### Operational Excellence

Ensuring agile and flexible operations.

Building the core Games IT environment once and operate it for several Games.  
**Through highly virtualized environment in Atos Data centre , carbon-neutral.**

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**Rio 2016**

**Visit us at booth B21**

