|  |  |
| --- | --- |
|  | press release |
|  | |

**Atos Delivers IT Backbone to Rio 2016™**

Disruptive technologies address emerging Olympic Games challenges to make a major impact, provide an immersive and collaborative user experience

**Rio de Janeiro, 20 July 2016** –Distributing the results to the world in less than half a second, with no second chances, is a technological feat years in the making – one to be fully realized at the Rio 2016™ Olympic Games. Driven by the maturity of mobile technology, [Atos](http://atos.net/en-us/home/olympic-games.html) – the worldwide IT Partner and lead integrator of the Olympic and Paralympic Games – has led the IOC’s technology effort to enable Games results and other data to be shared both online and through traditional means faster, to any platform, anywhere.

In order to relay results, events and athlete information to spectators and media around the world, Atos has further strengthened its well-developed complex systems with new technologies, such as the Olympic Video Player.

The Olympic Video Player gives viewers of live sporting events real-time results, statistics, biographies and social media conversations– all in one, integrated screen. The Olympic Video Player will showcase content as it’s never shown before, at just a mouse click away for fans. Whatever the devices, wherever they are, Olympic Games fans have the ultimate choice and control over what, how, where and when they watch, in the territories where the Rights-Holding Broadcasters have chosen to use the OVP.

**For the Games, Atos provides critical IT systems:**

* [Games Management Systems:](http://atos.net/en-us/home/olympic-games/what-we-deliver/games-management-systems.html) Available over Rio 2016’s domestic partner’s cloud, this system supports the planning and operations of the Games: accreditation for 300,000+; sport entries & qualification; workforce management and the volunteer portal to recruit and support 50,000 volunteers.
* [Information Diffusion Systems:](http://atos.net/en-us/home/olympic-games/what-we-deliver/information-diffusion-systems.html) A group of systems that will deliver real-time results to the media and the Olympic and Paralympic family. This includes the Commentator Information System (CIS) delivering real-time competition results and athlete information, and myInfo+, providing information to media, athletes, judges, coaches and sponsors.

The results systems are available across the Olympic Venues, in the Main Press Center, the International Broadcasting Center and even remotely in the studios of the broadcasters to support the media in telling their story as it happens:

* **CIS**: Managed centrally from the Technology Operations Centre, the Commentator Information System 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. It is also the first time broadcasters will have access to the system for all Olympic and 12 Paralympic sports.
* **myInfo+**: An internet application that enables accredited media, sports officials and athletes to access information available to them. For the first time live results will be available for the first time for all Olympic and Paralympic sports. It also provides information on competition schedules, medal ranking tables, transport news and sports records. All is available via laptops with users able to tailor their homepage so that it highlights the countries that they want to follow during the Games.

“Without Atos, the Olympic Games could not go on for the hundreds of thousands of athletes, employees, volunteers, media and fans in Rio, or for the billions who watch the Games around the globe,” said Michèle Hyron, Atos’ chief integrator for Rio 2016. “Atos’ IT systems will allow for the instantaneous reporting and beaming of 6,000 hours of Olympic Games coverage to the world through both more traditional television means and digitally to billions of laptops, tablets and smartphones.”

“These will truly be a global Games, not just because of all of the countries represented, but because of the work of Atos’ contribution to bringing these Games to the world,” Elly Resende, Rio2016 Technology Director at Rio 2016. “Thanks to Atos’ systems and forward-thinking along with other partners, we have made Rio 2016 the most digital Games ever, allowing more people to experience Rio 2016 than any Olympic Games previously held.”

[Atos](http://www.atos.net/) has provided IT solutions to the Olympic Games since 1992 and is a crucial partner in the digital transformation of the Games for Rio 2016.

###

**About Atos**

Atos SE (Societas Europaea) is a leader in digital services with pro forma annual revenue of circa EUR 12 billion and 100,000 employees in 72 countries. Serving a global client base, the Group provides Consulting & Systems Integration services, Managed Services & BPO, Cloud operations, Big Data & Cyber-security solutions, as well as transactional services through Worldline, the European leader in the payments and transactional services industry. With its deep technology expertise and industry knowledge, the Group works with clients across different business sectors: Defense, Financial Services, Health, Manufacturing, Media, Utilities, Public sector, Retail, Telecommunications, and Transportation. Atos is focused on business technology that powers progress and helps organizations to create their firm of the future. The Group is the Worldwide Information Technology Partner for the Olympic & Paralympic Games and is listed on the Euronext Paris market. Atos operates under the brands Atos, Atos Consulting, Atos Worldgrid, Bull, Canopy, Unify and Worldline.

**For more information contact**:

Rhoda Dinesen

Atos

Email: Rhoda.dinesen@atos.net