



ATOS ORIGIN MEDIA KIT VANCOUVER 2010 OLYMPIC WINTER GAMES



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“Atos Origin, our long-term partner, is the brains behind the technology operations for the Olympic and Paralympics Games, consistently delivering on schedule and within budget.”

Jacques Rogge, President of the International Olympic Committee

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ATOS ORIGIN AND OLYMPIC AND PARALYMPIC GAMES IT

Atos Origin is the Worldwide Information Technology (IT) Partner and Top Partner of the Olympic Games. Atos Origin's contract with the Olympic Games is the largest sports-related Information Technology contract ever awarded and covers the Olympic Games in Athens 2004, Torino 2006, Beijing 2008, Vancouver 2010, London 2012, Sochi 2014 and Rio in 2016.

In addition to this commitment to the Olympic Movement as Worldwide IT Partner, Atos Origin supports the Paralympic Movement through its sponsorship of several Paralympic Games such as Salt Lake City in 2002, Athens in 2004, Torino in 2006, Beijing in 2008 and Vancouver in 2010.

Atos Origin designs, integrates, manages and secures the multiple IT systems needed to manage the Olympic and Paralympic Games and the systems that communicate the results to the world.

Atos Origin's IT solutions underpin the entire Olympic and Paralympic Games experience. While Olympic and Paralympic Games athletes are breaking records on the ski hill or in the swimming pool, our gold standard IT ensures the crowds in the stands, the media covering the event and the thousands of workers and volunteers behind the scenes all enjoy a seamless and secure experience.

Atos Origin must deliver a complex integration of systems and people, on-time and on-budget, with no second chances. Atos Origin delivers excellence in front of four billion people, from the first moment of the first day of the Games.



ATOS ORIGIN OLYMPIC AND PARALYMPIC GAMES IT SECURITY

Atos Origin must secure the Olympic and Paralympic Games IT systems against internal and external threats including viruses and hackers. We do this by focusing on three key areas: security architecture, risk management and IT security operations.

IT Security Architecture

We plan and build security into the infrastructure from the very beginning. Specific measures include separating the Games network from the Internet, segmenting the Games network into many IT security domains, strict configuration management processes (security mechanisms such as anti-virus software and port security), and the strategic placement of Intrusion Detection Systems.

Risk Management

We conduct extensive pre-Games testing so our security team understands what is normal activity on applications, servers, PCs and the network and so that abnormal traffic can be caught immediately. This testing allows Atos Origin to effectively respond to incidents on a prioritized basis and keep the Olympic and Paralympic Games IT infrastructure protected from a wide range of threats—including the unauthorized recording or distribution of event results.

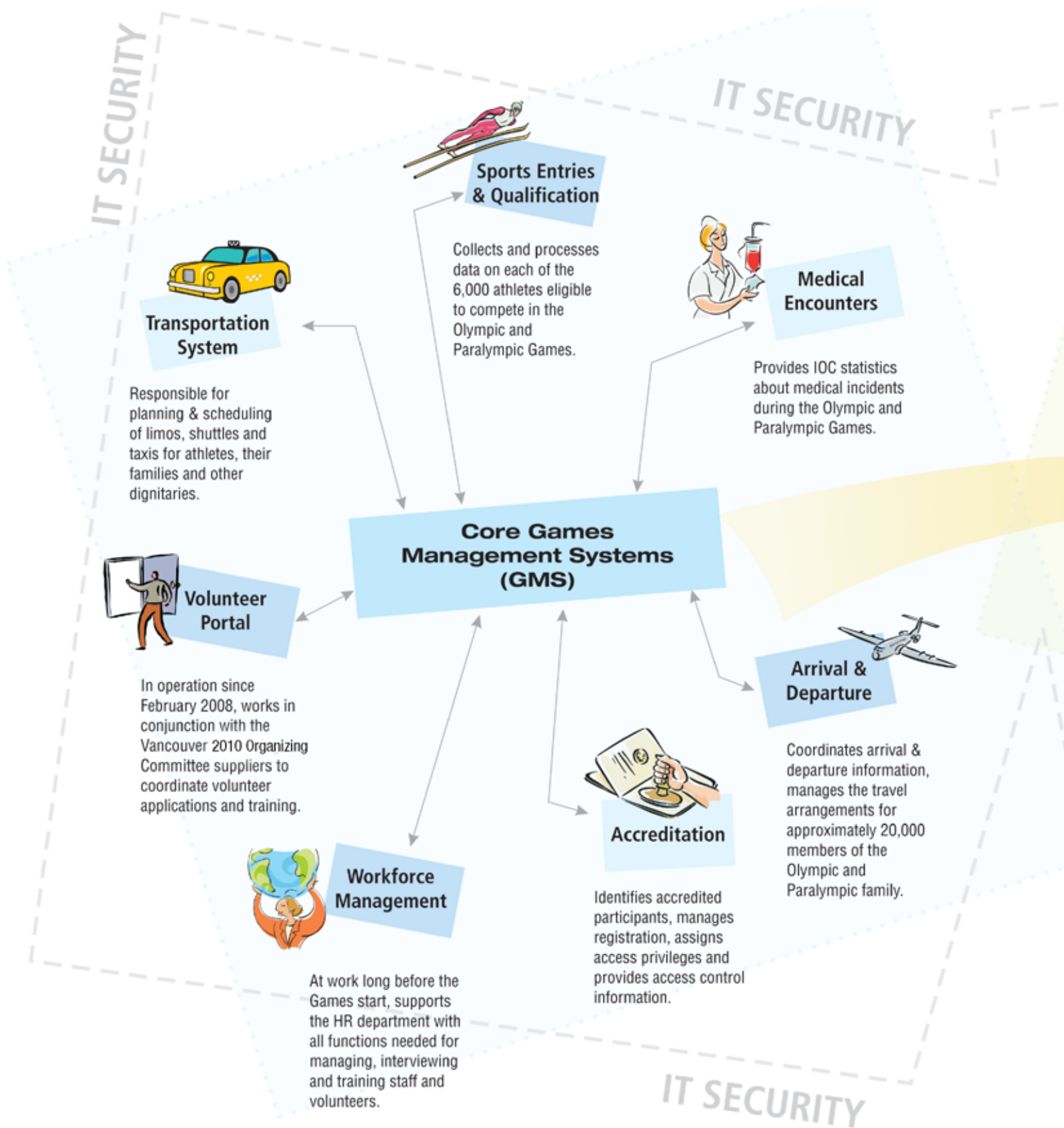
IT Security Operations

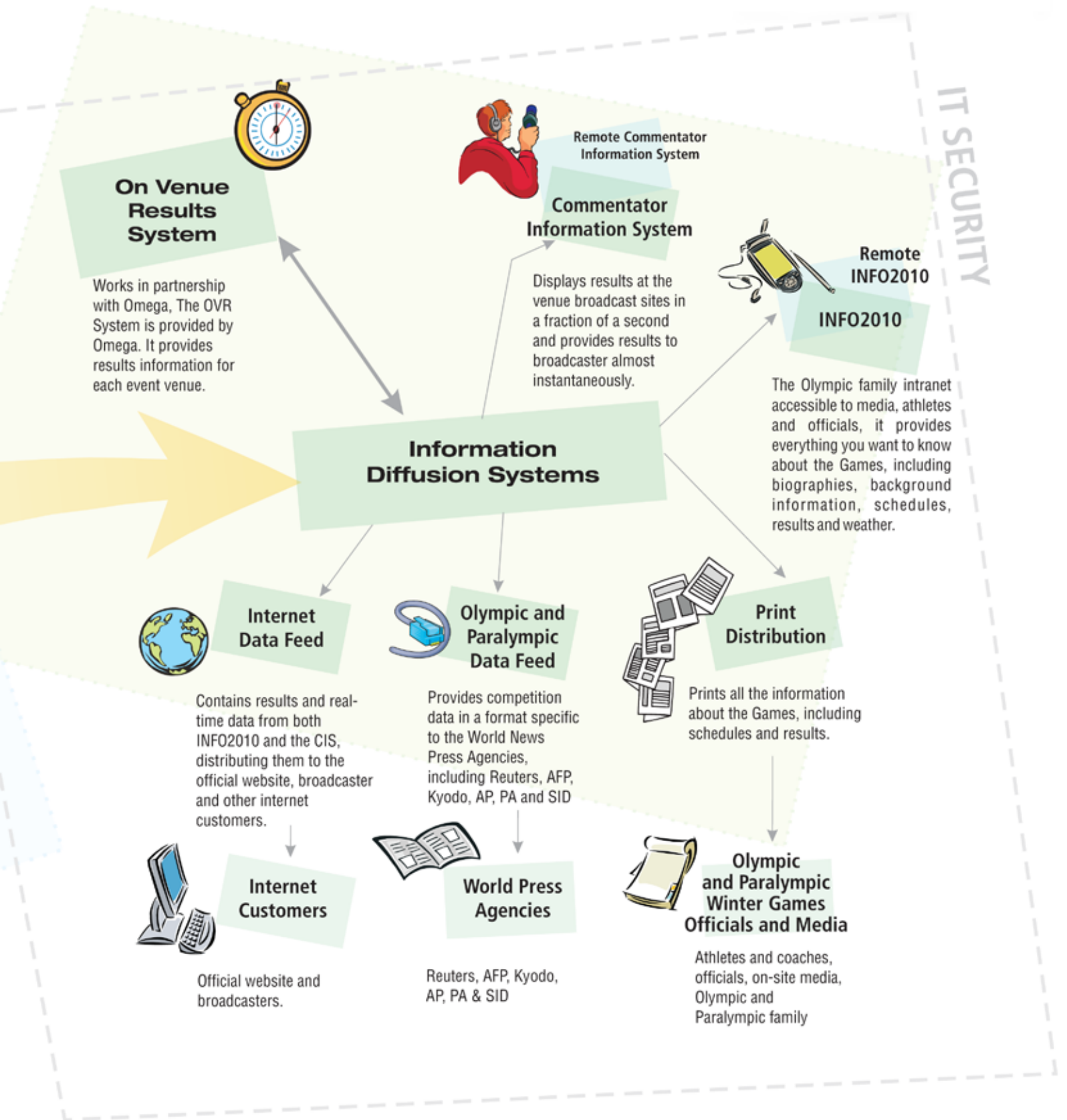
The entire IT team is trained in security policies and procedures and are ready to respond to incidents day or night. During Games-time, we are operational 24 hours per day, seven days a week.



VANCOUVER 2010 IT SYSTEMS

Atos Origin is responsible for the **design, integration, management** and **security** of the IT infrastructure.





ATOS ORIGIN OLYMPIC GAMES IT SYSTEMS

Atos Origin designs, integrates, manages and secures multiple IT systems for the Olympic Games. These feed into two main collating and distributing systems: the Core Games Management System (GMS) and the Information Diffusion System (IDS) which handle all the information required to manage the Games and to distribute the Games results to the world.

Core Games Management System(GMS)

From staffing to transportation, accreditation to qualification, the Core Games Management System (GSM) supports the day to day operations of all the IT systems for the Olympic Games, ensuring individual systems communicate and share essential information. Each step of the Olympic Games experience, whether you're an athlete, official, volunteer, staff or media, is underpinned by Atos Origin's GMS.



Transportation System

Getting Olympic athletes, IOC and IPC officials, media, volunteers and staff to and from their destinations is a complicated process with different service levels depending on the client. The Transportation System provides planning and scheduling of transport services and fleet management.



Sports Entries & Qualifications System

Qualifying for and competing at the Olympic Games marks the culmination of a lifetime of work for most athletes. The Sports Entries & Qualification System collects data on all 6,000 competing athletes and processes those eligible to compete based on the relevant qualification marks. This system maintains approximately 1,000 different criteria across all 150 sporting events.



Medical Encounters System

The Medical Encounters System gathers information relative to the different levels of healthcare, generates reports for the medical management organizations (IOC Medical Commission, Department of Health and others) and provides an online summary of each athlete's case history.



Arrival & Departure System

VIPs and delegates require special handling during the Games. Athletes, officials and other members of the Olympic family have complicated schedules with little time to spare. The Arrival & Departure System gathers expected arrival and departure data and provides that information to the groups managing the travel arrangements for the Olympic Family.



Volunteer Portal

A key part of the volunteer recruitment experience, Volunteer Portal has been in operation since February 2008. It accepts and organizes volunteer applications and works in conjunction with Olympic partners and suppliers for training coordination. The 2010 Winter Games has the first online volunteer platform—a more sustainable solution.



Workforce Management System

Even before the Games begin the Workforce Management infrastructure is hard at work supporting the Human Resources department's interviews and training activities. The Workforce Management System includes all the functions needed for staff management such as registering staff, planning workforce needs, organizing interviews and training, planning and distributing uniforms, helping in creation of shift plans and assignments and providing the Accreditation System with staff personnel data and positions.



Accreditation IT System

The first online IT Accreditation System, which has significantly reduced the amount of paper used in the process, identifies the accredited participants for various events, manages registration, assigns access privileges and other rights to individuals and provides venue access control information.

Information Diffusion Systems (IDS)

INFO2010

At the heart of Information Diffusion System is INFO2010, an Intranet available to accredited media, the Olympic athletes and IOC officials. From this central system, information is pushed out to four other systems and then on to end-users across the world.



Remote INFO2010

Remote INFO2010 allows accredited media to access the same information available on the INFO2010 system from locations around the world in real time. This reduces the need for travel and associated greenhouse gas emissions without compromising the media's accessibility to commentator information and competition results.



On Venue Results System

The On Venue Results System collects timing and scoring data from Omega, The Official Timekeeper of the Olympic Games, and feeds it to the Information Diffusion Systems.



Commentator Information System (CIS)

With four billion people watching the Olympic Games on television, getting results to broadcasters around the world is vital. The Commentator Information System (CIS) provides event results

to broadcasters even before they hear the roar of the crowd. In a fraction of a second, this Java-based application displays results on touch-screen PCs at venue broadcast sites, so the results can be instantaneously dispatched around the globe. 'Colour' for the commentary is provided by sport specific screens. There is also a remote CIS, that allows reporters access to the same information in real-time without travelling to Vancouver from their home cities.



Internet Data Feed (IDF)

Results data is distributed to official websites, broadcasters and other internet customers. IDF contains all the results and real-time data from both INFO2010 and the Commentator Information System.



Olympic Data Feed

The Olympic Data Feed provides competition data in the specific format required by the World News Press Agencies including Reuters, AFP, Kyodo, AP, PA and SID.



Print Distribution

This centralized database prints event data and Results, reports and schedules for Olympic Games officials and media.



IT & SUSTAINABILITY

As part of its partnership with the Olympic Movement, Atos Origin is committed to delivering excellence and helping the Organizing Committees and the International Olympic Committee (IOC) deploy IT solutions that reduce the Games' carbon footprint in many different ways, such as reducing the consumption of paper and cutting down on travel.

For the 2010 Winter Games, Atos Origin helped the Vancouver Organizing Committee for the 2010 Olympic and Paralympic Games (VANOC) select computers which cut electricity use by 50% compared with previous models. Atos Origin is also working with the London Organising Committee for the 2012 Olympic Games to evaluate the use of new technologies, such as virtualisation, so the London Games will use less energy and hardware than Beijing.

For the Beijing Games in 2008, Atos Origin developed the first remote information system for sports commentators. The system allowed them to access competition results in a fraction of a second from their home country studios using touchscreen computers. This significantly reduced travel and CO2 emissions, as well as costs. For the Vancouver 2010 Winter Games and the London 2012 Olympic Games, Atos Origin expects to increase access to, and usage of, the Commentator Information Systems (CIS) from outside the host city.

For the Vancouver 2010 Winter Games Atos Origin developed and operated the first online volunteer platform. This processed more than 50,000 applications from people in 100 countries, reducing travel to physical locations, paper consumption and the associated greenhouse gas (GHG) emissions.

In another first, the online Accreditation System is one of Atos Origin's many initiatives to deploy technological solutions that help VANOC deliver a more sustainable Games and significantly reduce the amount of paper used. Previously, applications for accreditation were printed and sent around the world.

In December 2009, Atos Origin has been recognized for its Games-related sustainability technology innovations and commitment to creating greener Games. The Vancouver Organizing Committee for the 2010 Olympic and Paralympic Winter Games (VANOC) awarded Atos Origin a "Sustainability Star" for helping it achieve its sustainability goals.



ATOS ORIGIN'S ROAD TO VANCOUVER

Imagine a company with:

- » almost 200,000 employees
- » 4 billion customers
- » printing 25 million pages per week
- » operating in a 24 / 7 environment

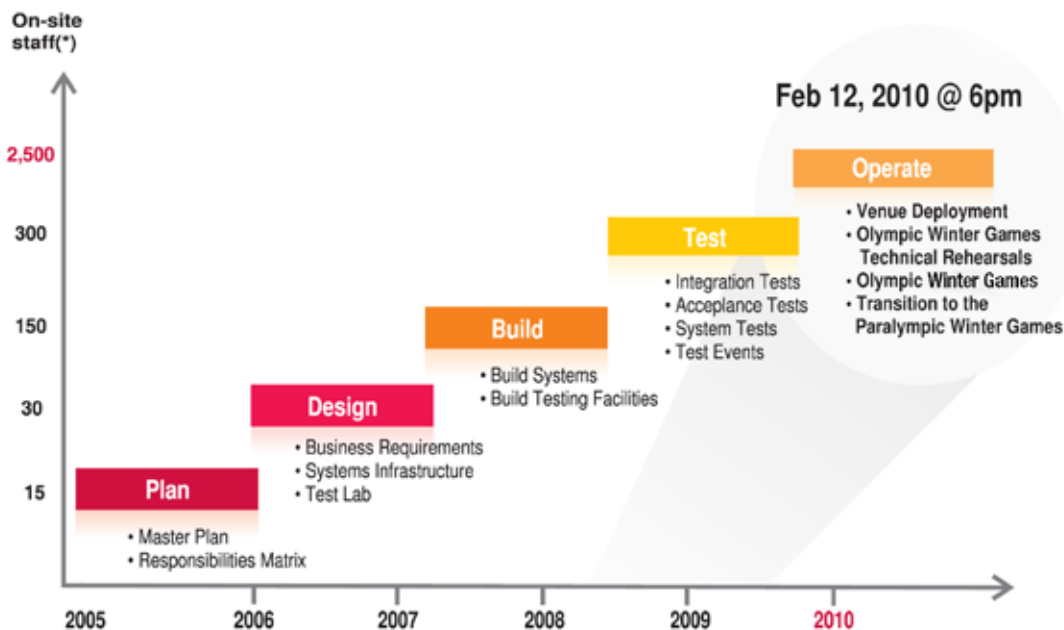
This company manages feeds to the global press and approximately 10,000 journalists in town to capture the scoop! The “company” is the Vancouver Organizing Committee for the 2010 Olympic and Paralympic Winter Games (VANOC), which has awarded a Sustainability Star to Atos Origin for the development of innovative IT solutions that contribute to a greener Olympic Games.

As the Worldwide Olympic and Paralympic IT Partner, Atos Origin faces an enormous challenge, and it begins long before the Opening Ceremony in February 2010.

- » Atos Origin designs and implements the entire IT infrastructure
- » Atos Origin manages an integrated IT team of more than 3,000 IT experts from the world's leading companies, including Atos Origin's Olympic and Paralympic Games experts and the best Vancouver IT professionals
- » Atos Origin helps issue passport-grade badges to all 29,900 accredited Games Time “employees”
- » Atos Origin provides the IT operations for the entire Games

And when the Paralympic Flame is extinguished and the Games are completed, Atos Origin manages the dismantling and removal of the IT infrastructure.

Project Phases



* IT Resources (including committee, volunteers and partners)

TIME LINE



Athens

With concerns about cyber-security, Atos Origin disconnected the network from the internet for the first time to prevent viruses. They established sophisticated virtual local area networks to protect the integrity of the Olympic and Paralympic Games IT architecture.

Torino

The Torino 2006 Olympic and Paralympic Winter Games were marked by the introduction of web based applications to manage the 90,000 accreditations and train 20,000 volunteers.

Beijing

For the first time the Commentator Information System was provided to media back in their home countries, enabling them to have remote access to real-time competition data and statistics.

INFO2008 was provided to media in the venues over a wireless network and incorporated leading search.



Vancouver

During the Vancouver 2010 Olympic Winter Games, Atos Origin will manage the technology consortium estimated at more than 3,000 staff, including 400 Atos Origin experts, made up of locally hired staff, local volunteers and overseas Olympic and Paralympic Games technology experts. Atos Origin has primary responsibility for information technology including consulting, systems integration, operations management, information security and software applications development for the 2010 Winter Games.

London

The infrastructure and systems designed, built and operated for the London 2012 Olympic and Paralympic Games will rival that of most corporations and towns in terms of scale and complexity, employing more than 1,000 servers, 10,000 PCs and 4,000 printers. The IT systems will process accreditation badges for 250,000 members of the Olympic Family, manage staffing schedules and deliver results to the world in less than a second. The IT systems will be protected by the latest security monitoring solutions to filter and prioritize potential IT security risks. The Atos Origin team will conduct more than 200,000 hours of testing.

Sochi & Rio

Atos Origin has extended its contract with the International Olympic Committee (IOC) to serve as the IT systems integrator for the Games for an additional four-year period, until 2016. After Vancouver in 2010 and London in 2012, Atos Origin will provide IT systems for the Sochi Olympic Winter Games in 2014 in Russia and the Rio Olympic Games in 2016 in Brazil.

OLYMPIC GAMES IT BY THE NUMBERS

	TORINO 2006 OLYMPIC WINTER GAMES FEBRUARY 2006	BEIJING 2008 OLYMPIC GAMES AUGUST 2008	VANCOUVER 2010 OLYMPIC WINTER GAMES FEBRUARY 2010
Disciplines	15	37	15
Athletes	2,500	10,500	2700
Gold Medal Events	84	302	86
Countries Participating	80+	203	80+
Volunteers	21,000	70,000	25,000
Accreditation Media	10,000	22,000	10,000
Venues	28	65	18
Servers	385	1,000	800
PCs	5,000	10,000	6,000
Information Technology Workforce	2,500	4,000	3000
TOC Support Positions		120	45
Tickets	500,000	6.8 million	1.8 million

THE OLYMPIC AND PARALYMPIC GAMES IT EXPERIENCE

Atos Origin is proud of the systems it designs, integrates, manages and secures behind the scenes at the Olympic and Paralympic Games. But how do the end-users interact with these systems? What information do they need and how does Atos Origin enhance their Games-time experience?

The Athlete Experience

From alpine skiers to figure skaters to ice hockey players, the thousands of athletes competing at the Olympic and Paralympic Games all interact with Atos Origin's IT systems. It begins with the Sports Entry and Qualification system, where each athlete's qualifications and standings are input, analyzed and organized. Athletes' travel arrangements and their transportation between venues are scheduled and updated through Atos Origin's Arrival & Departure and Transportation Systems. And when they bring home the gold, Atos Origin is there to make sure the details of the athlete's performance are delivered to officials, commentators and the global media in under 0.3 seconds. All this information is seamlessly provided to the end user through the INFO2010 System.

The Volunteer Experience

Volunteers keep the Olympic and Paralympic Games running. The Atos Origin IT team alone is made up of 1,000 of the best and brightest volunteers from Vancouver and around the world. There are thousands more volunteers at work in the day to day operations of the event. In the run up to the Olympic Games, volunteer interviewing, training and orientation are managed through the Volunteer Portal. Once the Games begin, that same system keeps track of the complicated volunteer scheduling. Depending on their job, volunteers have different levels of accreditation, which determines who has access to different venues, sites and information services.

These important accreditation and security details are managed by the Atos Origin Accreditation System. All the information required by Games volunteers is seamlessly provided through the INFO2010 System.

The Media and Audience Experience

The Olympic and Paralympic Games attract 10,000 members of the media from around the globe. Atos Origin's IT systems make sure they receive accurate competition results in record time. The Olympic Main Media Center and the thousands of journalists on-site are served by Atos Origin's management and information diffusion systems. Through the Remote INFO2010 system, even reporters who cannot attend the event are in the loop; and they can receive result data as quickly as media on-site.



ATOS ORIGIN PEOPLE

At the Vancouver 2010 Olympic Winter Games, Atos Origin will design, integrate, manage and secure a complex IT infrastructure, but more importantly, Atos Origin will integrate teams from private enterprise, the Olympic and Paralympic Games family, all levels of government, and teams from the health care, transportation and security sectors. We bring a multitude of partners and people together, working with a variety of unique schedules and processes to focus on one shared goal—flawlessly delivering the Olympic and Paralympic Games experience to a world-wide audience.

We will direct a Games IT workforce of 3,000. Like the Olympic and Paralympic athletes competing in the Games, the Atos Origin team is a multi-national group, made up of the very best IT professionals from countries around the world.

The Atos Origin team works under the direction of VANOC's Technology Department. We work in concert with teams from all the Olympic and Paralympic Games Sponsors, partners and suppliers. Come Games time, we undertake the complex management of the IT system with all partners and suppliers reporting to us.





Atos Origin
IT Design,
Integration,
Management
& Security

Patrick Adiba
Executive Vice President,
Olympic Games and
Major Events

**VANOC
TECHNOLOGY
DEPARTMENT**

Magnus Alvarsson
Chief Integrator

**Worldwide Olympic
Partners**

- Computer Equipment
- Power Generation and Distribution
- Official Timekeeper
- Audio Visual
- Wireless Communication Equipment

**National
Partners**

- Telecommunications

**Official
Supporters**

- Reprographics

**Official
Suppliers**

- Network equipment
- Servers and Storage Infrastructure

**Operations Manager
Marta Sanfeliu**

**Integration
Manager
Peter Hamilton**

**Paralympics
Manager
Steven Marette**

**IT Security Manager
Dmitri Belotchkin**

IT Workforce of 3000

THE ATOS ORIGIN TEAM

PATRICK ADIBA

**Executive Vice President,
Olympics and Major Events**

As a member of the Executive Committee in charge of Global Sales and Major Events, Patrick Adiba provides strategic direction and executive management to Atos Origin's large scale events including the Olympic and Paralympic Games from Salt Lake City 2002 through to the Rio 2016 Olympic and Paralympic Games.



Prior to this position, Adiba served as Vice President Human Resources of SchlumbergerSema, a division of the Schlumberger group, with more than 25,000 employees in 60 countries. Adiba was also Vice President and General Manager for SchlumbergerSema Latin America, for five years, working predominantly in the Finance, Energy and Telecommunications markets.

MARTA SANFELIU

Operations Manager

As the Operations Manager at Atos Origin for the Vancouver 2010 Olympic and Paralympic Winter Games, Marta Sanfeliu is responsible for the implementation, deployment and support of the thousands of technology equipments deployed in 10 competition venues, 6 major non competition venues and 6 IT facilities.



Marta has ten years of Olympic Games experience. She was Central Operations Manager for the Beijing 2008 Olympic Games where she defined and implemented IT Service Management functions and processes, policies and procedures and training for the support team and rehearsals of Games operations (Sport Events, Technical Rehearsals and Disaster Recovery Rehearsals).

For the Athens 2004 Olympic Games, Marta was Games Management System Project Manager and at the Sydney 2000 Olympic Games, she was managing the Electronic Accreditation and Sport Entries applications.

Prior to working on the Games, Marta was an Information Technology analyst for the Spanish Commercial Office in Beijing. Her career started in Barcelona as a developer and business analyst at IBM for financial systems used in the banking industry.

MAGNUS ALVARSSON

Chief Integrator

Magnus Alvarsson is responsible for leading the technology team that designs, builds and operates the IT infrastructure and systems that make the Olympic and Paralympic Games happen, delivering the results worldwide in 0.3 seconds.



Magnus has almost a decade of experience working on the Olympic and Paralympic Games. He was Integration Manager for the Beijing 2008 Games, where he worked with all the technology partners to deliver a seamless and complete solution on schedule and within budget.

For the Athens 2004 Olympic and Paralympic Games, Magnus was Info Diffusion Manager and at the Salt Lake 2002 Olympic Winter Games, he was Central Repository System Manager. Prior to working on the Olympic and Paralympic Games, Magnus was a business and IT consultant for Atos Origin in Sweden, where he delivered IT projects for clients in both the private and public sectors.

THE ATOS ORIGIN TEAM

DMITRI BELOTCHKINE

Information Security Manager

Dmitri Belotchkine is the IT Security Manager for Atos Origin at the Vancouver 2010 Olympic Winter Games. He leads the IT Security Team responsible for IT security risk assessment, IT security technical requirements, design, architecture, implementation and operations of the Games Network information security infrastructure.



Dmitri's objective is to create the most secure Games network ever, together with VANOC and the technology partners, for successful Games results delivery.

Dmitri has been involved with the Games project since the Torino 2006 Olympic Winter Games where he was a corporate volunteer Information Security Incident Response Analyst. Dmitri was a Security Information Management expert at the Beijing 2008 Games.

Before joining the Vancouver 2010 team, Dmitri worked for Atos Origin Netherlands in the Managed Operations department. As an Information Security Architect and Consultant, he has developed and provided fully managed IT security services and consulting for local and global clients since 2001. Prior to working for Atos Origin, Dmitri worked for NCR in Russia supporting clients in the financial sector.

PETER HAMILTON

Integration Manager

Peter Hamilton is the Integration Manager at Atos Origin for the Vancouver 2010 Olympic and Paralympic Winter Games. He leads the requirements, testing, implementation and overall integration of the numerous and various IT systems deployed to support the Games. This involves exhaustive project management, as well as coordination and integration with numerous stakeholders including partners, providers and customers. Peter is responsible for ensuring that the IT systems and associated business processes complement each other to ensure a seamless delivery of service.



Peter has been involved in international sport events since the 1985 World Cup in Athletics as a Competition Director in his home country of Australia. He has since worked in national basketball and international athletics as a competition official and in team management. Peter has worked in all the Games since Sydney 2000, where he was responsible for the results systems. After Sydney, Peter joined Atos Origin and has worked in various roles at each of the subsequent Games. With 12 years experience working on the Games, Peter still enjoys the challenges of new countries and improved services. Peter previously worked with the Australian Sports Commission in developing sport and rolling out national communication networks.

About Atos Origin

Atos Origin is a leading international information technology (IT) services company, providing hi-tech transactional services, consulting, systems integration and managed operations to deliver business outcomes globally. The company's annual revenues are EUR 5.5 billion and it employs 50,000 people. Atos Origin is the Worldwide Information Technology Partner for the Olympic Games and has a client base of international companies across all sectors. Atos Origin is quoted on the Paris Eurolist Market and trades as Atos Origin, Atos Worldline and Atos Consulting.

For further information: www.atosorigin.com
www.atosoriginvancouver.blogspot.com
For high resolution images: www.flickr.com/photos/atosorigin

