



PROJECT MANAGEMENT CENTER FOR EXCELLENCE



A.J. CLARK SCHOOL OF ENGINEERING Civil & Environmental Engineering Department

HOW IMPORTANT IS IT PROJECT MANAGEMENT FOR OLYMPIC GAMES SUCCESS? RIO 2016 CASE STUDY

Fabiano Lima 2016 Project Management Symposium

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How important is IT project management for Olympic Games success? Rio2016 case study

OLYMPIC GAMES



What are Olympic Games?

- Olympic Games are the most important multi-sport event in the world
- Divided in Summer and Winter versions
- International Olympic Committee property
- Funding by broadcasters, sponsorship and ticket sales
- Huge users and dependent of Technology
- https://youtu.be/RhvpQNvKIPM
- www.olympic.org
- https://www.obs.tv/

Megaproject

- Cost at least 1 billion dollars
- Takes many years to be developed
- Involves many stakeholders
- Affects many people
- Is risky
- Scope changes significantly over time
- Usually has public and private entities participation
- Often creates legacy
- Olympic Games project fits 100 percent on this concept.



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PROJECT MANAGEMENT SUCCESS



Concept

- Achieve project goals established in Project Management Plan
- Usually time, cost, scope and quality aspects are considered
- For Games time is mandatory and the main constraint and goal



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RIO2016

HTTP://PMSYMPOSIUM.UMD.EDU/

Some numbers

- First time in South America
- 4 clusters
- 17 days of competition
- 10500 athletes
- 206 countries
- 42 sports
- 32 competition venues
- http://www.rio2016.com/en/olympic-games
- https://youtu.be/ WWwlyMAFEM
- https://youtu.be/KQ7TCUSZYIU

Some numbers

- 39 test events
- 2 technical rehearsals
- 7.5 million tickets
- 45,000 volunteers
- 85,000 outsourced staff
- 6,500 employees
- 100,000 chairs
- 72,000 tables
- 34,000 beds

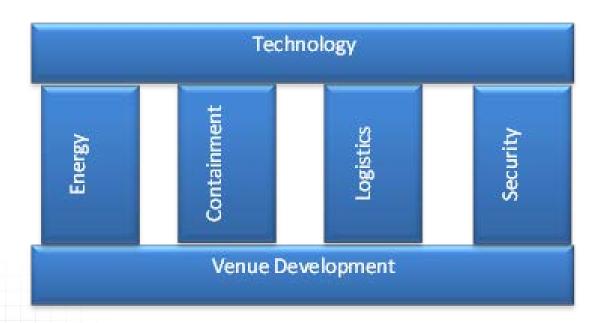


Organizing Committee for Olympic and Paralympic Games (OCOG)

- Private organization
- Responsible for organizing and delivering Olympic and Paralympic Games
- Budget of 7.4 billion reais (2.3 billion dollars)
- Almost 50 functional areas
- More than 100 venues

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Venue Infrastructure Group (VIG)





Rio2016 Technology department

- Second biggest budget
- 6 functional areas (RES, VTS, TSY, SDE, TEL and TPO)
- Provides products and services for all OCOG functional areas in all venues
- Has several partners
- 2 Operational Centers (TOC and ATOC)
- 2 Datacenters (PDC and SDC)
- https://youtu.be/HheNxOHdJok



Technology for Games means

 Desktops, laptops, printers, radios, mobile phones, landlines, wired and Wi-Fi internet connectivity, network services, TVs, CATV, videoboards, public and sport scoreboards, projectors, audio systems, intercom, software's, games applications (Commentator Information System, workforce planning), timing and scoring equipment, 3G dongles, tablets, Uninterrupted Power Supply (UPS) units, service desk structure.



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RESEARCH FINDINGS



Technology importance

- OCOGs have been increasing their dependency of Technology every Games edition, due to the improvements in sports and clients and customers demands by information availability
- Technology project management success or failure affects directly on Olympics success and in OCOG, partners, and sponsors image.

Technology importance

- A small failure in IT projects can stop sport competition, impact on ticketing sale, generate errors on timing and scoring results capturing, processing and publishing, as well as, all mobile, radio, and network telecommunication services, for example
- OCOGs executive boards have been demanding more professionalism to the IT departments
- OCOG functional areas, clients, partners, IOC, and technology project managers interviewed considered IT project management highly important to Olympic Games success due to the broadly usage of IT by clients, and, the sports competition technology dependency



Need Help?

QUESTIONS



Any Questions?

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