



INTERNATIONAL
OLYMPIC
COMMITTEE

FACTSHEET

LEGACIES OF THE GAMES

UPDATE - DECEMBER 2013

IOC SUPPORT

As the Olympic Games have grown to become the world's foremost sporting event, their impact on a host city and country has also increased. This has meant that cities interested in hosting the Games are now placing increasing emphasis on the legacies that such an event can create for their citizens and, in many cases, they are using the Games as a catalyst for urban renewal.

The International Olympic Committee (IOC) also realises that the Games need to create more than just good memories from 16 days of competition. That is why Rule 2, Article 14 of the [Olympic Charter](#) states that an important role of the IOC is "to promote a positive legacy from the Olympic Games to the host cities and host countries."

With that in mind, the IOC has worked hard to help current Games organisers, as well as applicant/candidate cities, look at what they believe planning for and hosting the Games, as well as simply bidding for them, can do for their citizens, cities, and countries.

As every host city is different and has different priorities, the IOC encourages each one to define its own objectives, long-term strategy and vision from the beginning of the bid process and to look at how the Games can be a catalyst for development. It does so by asking the cities in both the applicant city and candidate city questionnaires to formulate what they want the Games to create as a legacy – this subsequently provides the Games organisers with clear objectives to aim for during the seven years of Olympic preparation and beyond.

The IOC also assists cities by providing them with access to the enormous amount of information that is available through the IOC's Olympic Games Knowledge Management (OGKM) platform. This comprises elements such as case studies of previous Games

programmes and initiatives, Olympic Games Impact (OGI) studies and numerous technical reports. The cities can then draw from the lessons that previous cities have learned and adapt them to their own specific context.

Legacy is a complex subject as many of the benefits may not be visible until years later. Many will be dependent on continued support from local authorities once the Games Organising Committee has ceased to exist and others may be difficult to measure or see but are felt by the local population.

Over the years, one can point to numerous examples of positive legacies that host cities have created through staging the Games and leveraging them as a catalyst. This factsheet will provide you with just a few examples from recent Games of how planning and staging the Games have created many and varied Olympic legacies.

GAMES OF THE OLYMPIAD

LONDON 2012

Sport: A new youth sport strategy for the UK will invest GBP 1 billion in youth sport over a five year period and create 6,000 new community sports clubs. 12,000 schools across England participated in the 2012 School Games and the Join In Trust project, supported by a government grant, is encouraging people to try out sport or volunteer, as a legacy of the Games.

Grassroots Sport: Places People Play invested GBP 20 million in grassroots sports clubs to benefit 377 community sports projects across England. Sport England will also give GBP 493 million to grassroots sport between 2013 and 2017. In December 2012, Sport England's Active People Survey said that 750,000 more people were playing sport more than once a week than in December 2011, with women's participation up over 500,000.



Urban legacy: 75 pence of every pound spent on the Olympics went towards providing a lasting legacy to East London residents. The UK government is also investing GBP 300 million to transform the Olympic site into the “Queen Elizabeth Olympic Park”, which will include housing, new schools, health centres, business space and sports venues. This comprises the Olympic Village being converted into more than 2,800 flats and five additional new neighbourhoods containing 11,000 residences, one third of which will be affordable housing. All eight Park Games venues now have legacy tenants.

Transport: Transport for London invested GBP 6.5 billion in transport infrastructure in preparation for the 2012 Games. Ten railway lines and 30 new bridges now connect London communities thanks to the Games and at least 60 Games-related projects promoted greener travel, including a GBP 10 million investment to upgrade pedestrian and cycling routes across London.

Construction: In the run-up to the Games, women and black, Asian and minority ethnic (BAME) people found employment in construction jobs through “action on inclusion,” LOCOG’s minority recruitment programme, and the Olympic Delivery Authority’s (ODA) figures indicate that levels of employment for women and BAME workers exceeded the UK manual construction average. The Women into Construction project, funded by the London Development Agency and ConstructionSkills, recruited and placed 266 women directly into jobs with Olympic Park contractors.

Environment: For the first time, an independent commission was established to monitor and publicly evaluate sustainability efforts. The Commission for a Sustainable London 2012 rated the overall effort “a great success”. More than 98 per cent of the demolition waste was recycled and 62% of Games operational waste

was reused, recycled, or composted. Organisers also developed 45 hectares of habitat, with a 10-year ecological management plan to encourage biodiversity and 300,000 plants were planted in the Olympic Park’s wetlands area. In addition, over 1,000 new trees were planted in East London. London 2012 was the inspiration for BS 8901, which led to ISO 20121, the first fully certifiable international Sustainability Management System standard.

Education: The Olympic and Paralympic Games inspired over 2,000 community projects designed to educate young people in the UK about sport, health & fitness, art and Olympic values. The official London 2012 education programme “Get Set” operated over a four-year period across the UK providing flexible teaching resources for over 25,000 schools and 6.5 million young people. An impressive 85 per cent of UK schools signed up to this programme.

Volunteers: 70,000 people served as Games Maker volunteers – 40 per cent of whom volunteered for the first time ever. Over 28,000 people served as Local Leaders, hosting events in their homes, gardens, streets and community centres to spread the Olympic spirit.

Culture: In the years leading up to the Games, more than 14 million people participated in or attended cultural events across the UK. The Cultural Olympiad drew the participation of 25,000 artists representing all 204 NOCs and it culminated with the 12-week London 2012 Festival, which drew 19.5 million people including 16.5 million attendances at free events.

Business and Jobs: Independent experts said Games preparations were a major factor behind a 1.2 per cent reduction in London’s unemployment rate in early 2012. More than 46,000 people worked on the Olympic Park and Olympic Village, 10 per cent of whom were previously unemployed. About 98 per cent of the



GBP 7 billion worth of contracts from the ODA and about 94 per cent of LOCOG's GBP 1 billion worth of contracts went to UK businesses. The success of 2012 has created opportunities for UK companies to help deliver the Rio 2016 and Sochi 2014 Olympic Games, as well as the Qatar 2022 World Cup.

Tourism: As a result of the Games, the UK is expected to welcome 4 million additional visitors by 2015. International visitors are expected to spend GBP 2.7 billion in the three-year period following the Games, resulting in a GBP 1.4 billion increase in economic output, on average, each year. 2012 was the best year for tourism in London since 2008 and during August 2012, visitor spending increased by 9 %.

BEIJING 2008

Education: 400 million children in 400,000 Chinese schools were exposed to the Olympic values, and 550 Chinese schools partnered with schools in other countries to conduct cultural sports and educational exchanges.

Volunteers: The Games encouraged volunteerism with 1,125,799 people applying to be volunteers – 100,000 provided direct services for the Olympic and Paralympic Games, while 400,000 municipal volunteers offered information, interpretation and other services. This volunteer movement has continued post-Games.

Public Health: Described by Hans Troedsson of the World Health Organisation as “a long-term gift to China”, public health legacies from the Beijing Games were far reaching with 100,000 Chinese chefs receiving food cleanliness classes, 200,000 additional food inspectors being hired, and a new disease prevention and control system put in place in Beijing.

Accessibility: The Olympic and Paralympic Games saw new wheelchair ramps for streets,

shopping centres and cultural attractions installed, while street crossing signals were adapted for vision-impaired pedestrians, and new handicapped parking spots were made available at the airport.

Transport Infrastructure: Beijing's Capital Airport saw its capacity increased by 24 million passengers; a new express way and high speed rail link was built to Tianjin; and three new subway lines were constructed, as well as a new ring road and airport express road. Public transport capacity was increased by 4.5 million people.

Venues: Twenty-three of the Beijing 2008 venues will be used as sports facilities, conference centres and public event facilities; six venues were located on university campuses for use by students after the Games; and the International Broadcast Centre and Main Press Centre will serve conventions and tourism.

Cultural Preservation: Heritage sites and cultural relics were protected and improved, with archaeologists surveying 1.6 million square metres of land near 17 Olympic venues; 700 ancient tombs and 1,500 artefacts were excavated; and 600 million Yuan was invested to repair cultural sites and relics.

Environment: Some 140 billion Yuan was invested in air quality improvements alone, with 60,000 coal-burning boilers being upgraded to reduce emissions; a number of public buses being converted to run on natural gas; and restrictions being put in place on private automobile use, a form of which is still in place today. There were also significant improvements in water treatment facilities.

ATHENS 2004

Transport Infrastructure: Athens 2004 saw a new and renovated urban and underground system capable of carrying 1,000,000 passengers a day (20 per cent of the population



of Athens); 90km of new roads were built and a further 120km widened, with a new computerised traffic management system installed to help manage traffic. A new airport was also constructed.

Urban Regeneration: The Faliron and Hellinikon/Agios Kosmas waterfront areas were redeveloped and opened up the city to the sea. The Games saw improved tourism infrastructure and higher quality hotel accommodation. Thousands of buildings were renovated and repainted with many illegal billboards removed.

Environment: Some 90 per cent of the Schinias rowing facility which is on reclaimed wetland was designated a wildlife preserve. Hundreds of thousands of trees and shrubs were planted.

Cultural Preservation and Enhancement: The Acropolis was made accessible through the installation of a wheelchair stair climber and lift. New lighting was also installed ahead of the Games; the Athens Archaeological Park was created; and the Panathinaikon Stadium was upgraded.

Education: One hundred thousand Greeks received technical, managerial or other Games-related training.

Branding: Greece and Athens received 17 days of worldwide advertising to show what the country/city and their people have to offer.

Venues: Some Athens 2004 venues were converted for post-Games use, ranging from sports facilities to a local theatre, to shopping and convention centres, to Government offices and a new university campus.

SYDNEY 2000

Tourism: In 2001, the Australian Tourist Commission stated that "The Olympic Games remain the most significant beneficial event in the history of Australian in bound tourism". It

estimated that the development of "brand Australia" had been accelerated by 10 years.

Venues: Sydney Olympic Park, which housed a number of key Olympic venues, is now a thriving commercial, residential and sporting precinct. The sports facilities are used by local and national sports organisations such as those for rugby, netball, Australian rules football, volleyball, tennis, swimming and equestrian. Some of the venues, such as the aquatics centre, are open to the public, with the Park itself attracting large numbers of visitors.

Environment: Sydney's Green Games strategy saw the successful remediation and restoration of approximately 160 hectares of badly degraded land and the creation of one of the largest urban parklands in Australia (425 hectares). This included conservation and enhancement of remnant wetlands and forest, and native flora and fauna including the endangered green and golden bell frog. The venues were also designed with a strong focus on: energy and water conservation, sustainable materials selection, pollution control, and waste management and minimisation. This included the establishment of Australia's first large-scale urban water recycling system, which saves approximately 850 million litres of drinking water each year, and the extensive use of renewable energy across Sydney Olympic Park. The Park has also since developed environmental education, interpretation and research programmes.

Cross-cultural Exchange: "Reaching the World" – one of four Olympic cultural programmes, helped to bring the cultural performances and art of Australia's indigenous people to the five continents, increasing people's understanding of their culture and history.



ATLANTA 1996

Economic: The Atlanta Games created a USD 5 billion economic impact and branded Atlanta to 70 per cent of the world's population according to local Atlanta groups. In the 10 years following the Games, more than USD 1.8 billion in hotels, office buildings, high-rise residential buildings and entertainment venues had risen in the downtown area. By 2006, Atlanta had nearly 280 more international businesses than prior to the Games.

Reputation: A poll conducted before and after the Games revealed that positive perceptions of the city amongst corporate decision makers nearly doubled after the Games.

Urban Regeneration: The Centennial Olympic Park (21 acres) was the largest urban green space constructed in more than 25 years in the United States and was created out of a 10-block blighted industrial district. Post-Games, it has become a nucleus for development, and redirected the heart of Atlanta's central business district.

Accommodation: The dormitories built for the 10,000 Olympic athletes now provide much-needed housing for students at Georgia Tech and Georgia State University.

Tourism: Some 6,000 new hotel rooms were added to Atlanta's hotel stock in 1996, increasing capacity by 9.3 per cent.

Environment: Nearly 2,000 trees were planted in downtown Atlanta alone for the Games. In addition to Centennial Olympic Park, several urban parks in metro Atlanta were redeveloped. More than USD 500 million was invested in new facilities, landscaped plazas and promenades ahead of the Games.

Telecommunications: In preparation for the Games, more than 400,000 miles of advanced

fibre-optic cable was installed, improving Atlanta's telecommunications infrastructure.

Venues: The Atlanta Games saw a number of new sporting venues built. These venues continue to serve the community today by hosting professional sports teams, university students and acting as entertainment and commercial destinations. The Olympic Stadium (Turner Field), Philips Arena and Georgia Dome alone have played host to All-Star Games for Baseball, Basketball and Ice Hockey, World Series Games, Superbowls and NCAA Final Fours.

BARCELONA 1992

Urban Regeneration: More than 100 hectares of what had been industrial land was redeveloped to incorporate residential housing (the former Olympic Village) and public facilities. The seafront was redeveloped, and major ring roads and other transport infrastructure were also put in place for the Games

Venues: A number of the Games venues were located in order to maximise the urban regeneration of the city and also to ensure that there would be a community use for them post-Games. A company called "Barcelona Promoció" was set up to manage four venues, and in 1994 alone, they held 346 events for 1,514,348 people and created over 450 new jobs. The Games training venues were mainly renovated existing facilities that were then available for public use post-Games. The number of available sports venues in Barcelona increased 126.4 per cent between 1982 and 1992.

Branding: The Barcelona Games showed a new and exciting city to the world and helped Spain to improve its image worldwide.

Sport: The Barcelona Organising Committee invested 3,000 million pesetas in purchasing sports material for the venues. The Games were



also the catalyst for the creation of the Centre of High Sporting Performance in Barcelona and improved the facilities available to the Catalan National Institute of Physical Education, both of which play a role in improving athlete performance and sporting education in Spain and beyond. The increase in the proportion of the population doing some kind of physical or sporting activity at least once a week increased from 36 per cent in 1983 to 51 per cent in 1995. Women's participation increased by 10 per cent from 1989 to 1995.

Education: Barcelona's sporting community greatly benefited from the organisational and technical know-how acquired during the Games, allowing the city to better manage its sporting facilities and organisations. More than 35,000 people throughout Spain attended volunteer training courses. Some 1,000 volunteers received grants to study French in France or English in Great Britain for a month, while 2,000 others received grants to study the languages for a year in language schools in Spain.

Tourism: From 1990 to 1992, hotel space grew by 38 per cent in Barcelona. Twenty years on, Barcelona was the 12th most popular city destination in the world and was ranked 5th amongst European cities.

OLYMPIC WINTER GAMES

VANCOUVER 2010

Transportation: Mass transit ridership increased by more than 50 per cent during the Games and remained up afterwards. TransLink, Vancouver's transit agency, launched an ambitious expansion plan before the Games that included 48 new SkyTrain cars, a new SeaBus and 180 diesel-electric hybrid buses. The new Canada Line, built in time for the Games, now speeds travellers between Vancouver's airport and downtown areas, while improvements to the Sea-to-Sky highway have

made travel from Vancouver to Whistler safer and faster.

Sport: The Richmond Oval skating track has been transformed into a community facility that includes an indoor track, two ice rinks, badminton courts, volleyball courts and a 2,300-square-foot fitness centre. Co-ed recreational leagues have been formed. The Vancouver Olympic Centre, used for curling, is part of a complex that includes a community centre, an ice rink, a curling club, a pre-school, and indoor and outdoor swimming pools. Canada's Own the Podium programme, which led to a record 14 gold medals for the host nation, has continued and has been expanded, with funding being increased thanks to the success of Canadian athletes at the Vancouver Games. An Aboriginal Youth Sports Legacy Fund was set up and, as of 2009, the fund supported 13 post-secondary school students, 70 high-performance athletes, more than 125 community groups, two provincial sport organisations and the First Nations Snowboard Team. As a result of Action Schools! BC, more than 400,000 students across British Columbia are participating in programmes that combine physical activity with health education.

Sustainability: The Vancouver 2010 Olympic Village will anchor a sustainable urban neighbourhood that will serve as a model development for other cities. Transportation improvements reduced emissions and encouraged the use of mass transit, bicycling and other alternatives to commuting by cars. A Sustainable Sport Event Toolkit for mega sport events was developed by VANOC, the IOC and the International Academy for Sport Science and Technology for use by future event organisers, while VANOC also assisted the Canadian Standard Association's development of the new Z2010 Sustainable Event Management Standard in Canada. A Vancouver City Olympic legacy fund helped to create 40 new garden plots with eight accessible to



seniors and people with disabilities. Four plots were also used to supply food to agencies that feed the poor. The same programme also saw a three-quarters-of-an-acre community garden established in the heart of the Downtown Eastside, based on universal design, so that seniors and people with disabilities could participate in community gardening.

Economic: The Games injected CAD 600 million into the Vancouver economy, lifting economic growth by 0.8 per cent, according to the Conference Board of Canada. A coalition of Metro Vancouver municipal governments announced in February 2011 that the Vancouver Games had so far helped to spur more than CAD 300 million in economic development benefits, which has resulted in 2,500 full-time jobs. The city of Richmond has said that the CAD 178 million investment in building the Olympic oval has generated CAD 2 billion in economic benefits and spin-offs. Aboriginal businesses made CAD 59 million in economic opportunities from 2003, and another CAD 190,000 was contributed to the Aboriginal Youth Legacy Fund through the sale of officially licensed Vancouver 2010 Aboriginal merchandise. Inner-city businesses benefitted from CAD 5.7 million in Games-related procurement opportunities. According to a PricewaterhouseCoopers report, between 2003 and 2008, 20,780 jobs were produced in BC and another 1,750 jobs across Canada through interprovincial trade; more than 800 new business were created as a result of incremental economic growth stimulated by the Games; and the Games also generated between CAD 70.2 and CAD 91.9 million in federal tax revenues and as much as CAD 1.05 billion in real GDP.

Training: The Vancouver 2010 Fabrication Shop provided carpentry training and work experience for disadvantaged young people, indigenous people, single mothers and immigrants. Eighty per cent of those who started the six-month-long programme finished it and

about 60 per cent of the finishers went on to pass the first year industry exam afterwards. The bouquets for victory ceremonies were made by at-risk women, including recovering addicts and abuse victims, as training for florist jobs.

Housing: Temporary accommodation from the Whistler Olympic Village was sent to six communities in British Columbia to provide 156 permanent, affordable homes for elderly, homeless and low-income residents. As a result of the Inner City Inclusivity agreement between VANOC and its partners:

- The province and City of Vancouver acquired over 1,800 units of existing rental housing and renovated them to provide supportive housing.
- The Government of Canada provided CAD 387.9 million for homelessness and housing programmes between 2009 and 2014.

Tourism: British, Australian and German visitors alone generated an extra CAD 314 million in tourism revenue. The Canadian Tourism Commission (CTC)'s media and public relations activities around the Games generated about CAD 1 billion in "Advertising Value Equivalency" in 2010. In 2010, global audiences were exposed to Canadian tourism messages 12 billion times by Olympic coverage. FutureBrand ranked Canada as the number one country brand in 2010, crediting the positive effects of hosting the Games, and noting CTC's Olympic Games tourism strategy and its strong tourism brand as a key influence.

Social: Accessibility improved dramatically in Vancouver and surrounding communities during preparations for the Olympic Winter Games and the Paralympic Games, with wider sidewalks, pedestrian ramps, curb cuts and other modifications. The Games encouraged volunteerism. More than 75,000 people volunteered to help with the Games. The volunteer database will continue to help link



volunteers with organisations throughout British Columbia. Schools across Canada gave lessons related to the Olympic values and other aspects of the Games. Examples include geography lessons built around the Olympic Torch Relay route, research projects on athletes and art projects linked to national flags in the Opening Ceremony.

Cultural: Following the City of Vancouver's Olympic and Paralympic Public Art Programme, legacy artworks were installed in six major sites on the city. The City of Vancouver ran a programme called the Hastings Street Renaissance Programme, which updated the facades on storefront spaces in order to breathe new life into Downtown Eastside buildings that formerly appeared to be derelict.

TURIN 2006

Venues: The Stadio Olimpico was renovated for the Games and is now the home of AC Torino. The Torino Olympic Park company was established to manage a number of the other venues from the 2006 Games. In the two years after the Games, the venues saw 187 events and 577,500 spectators use them for corporate, leisure and sports events; saw over 55,000 people attend entertainment activities; 34,900 students take part in educational activities; and 186 teams use the venues for 1,110 training days.

Events: The Turin 2006 Olympic venues have allowed the region to play host to a number of major events since the Games, including Bruce Springsteen and Pearl Jam concerts, the World Fencing Championships, European Ski Jumping, Bobsleigh and Luge Championships, and the Winter Universiade, which involved more than 2,000 student athletes from across the world. In 2010 the Palavela ice-skating arena hosted the World Figure Skating Championships.

Branding: The Games assisted Turin to shed its industrial image and become a new tourist and business destination in Europe by showcasing its rich history, culture and high-tech industry to the world.

Accommodation: Some 800 apartments in the Olympic Village were used to help relieve the high demand for public housing.

Infrastructure: Infrastructure improvements made ahead of the Games involved improving road and rail links, Turin's airport, telecommunications systems, and signage, all providing benefits long after the Games were over. The snowmaking equipment that was installed for the Games has allowed the ski season to be extended on a number of occasions.

Sport: A programme was created post-Games giving the school children of Piedmont the opportunity to discover and try out winter sports and disciplines using Olympic venues. Many of the venues are now used for training and competition by high-performance and amateur athletes.

Volunteers: A number of the volunteers from the Noi2006 volunteer programme have gone on to serve as volunteers for other events in the region.

Tourism: According to Turismo Torino, in the year after the Games, there was an estimated increase of approximately 100,000 to 150,000 tourists in the city, and Turin leapt to the fourth-most visited Italian city, after Rome, Florence and Venice. Prior to the 2006 Olympic Games, the Michelin Guide rated Turin as "worth the detour". Post-Games, it is rated "worth a trip on its own".

Environment: The Turin 2006 Organising Committee carried out a large amount of work on the environmental aspects of its project in the



lead-up to, and during the Games. These projects ranged from HECTOR, its carbon neutral programme, to the blending of the ski jump venue in Pragelato into the landscape, through sensitive design that works with the natural gradients and contours of the location. The United Nations Environment Programme (UNEP)'s Executive Director, Klaus Toepfer has said, "By locating in the city centre several key events, such as figure skating or ice hockey, along with accommodation for athletes and media, the organisers have dramatically increased the likelihood that these buildings and structures will be sustainably used in the future for sports, other leisure activities and housing." He continued, "During the two weeks of competition this is likely to have increased commuting and transportation between the urban areas and the events staged in more rural, mountainous locations. But over the longer term the environmental impacts are likely to be positive."

SALT LAKE CITY 2002

Economic: Some 35,000 job years of employment were created between 1996 and 2002. Workers employed because of the Games earned USD 1.5 billion. In addition, the Utah Government received USD 56 million in net revenue, while the local government got USD 20.4 million. No debt was left to the State of Utah from the Olympic Games. By December 2008, the economic impact of hosting events since the Games was approximately USD 855 million.

Sport: To ensure a legacy from the Games, the Utah Sports Commission was set up in order to develop both public recreational and elite sport in the State. Utah has hosted over 50 world cups or championships since 2002, as well as numerous other sporting and non-sporting events. The Games also saw an increase in sports participation from young people, with sports like bobsleigh, skeleton, snowboard and freestyle and mogul skiing seeing an upsurge in

interest. Utahans were also encouraged to get active through the "A healthier you 2002" programme, which saw more than 30 Gold Medal Mile legacy sites established.

Volunteers: The Games created a significant and well trained volunteer force, which has been key in the success of many subsequent events in Utah – the Olympic legacy volunteer database currently includes 10,000 individuals.

Venues: The Utah Athletic Foundation was created to manage the Olympic Oval and Park, allowing the local community to use the facilities, as well as host major events. Both the Park and Oval are USOC Olympic training sites. Fourteen venues in total continue to be used for events, elite training and recreational purposes.

Education: The Salt Lake City Organising Committee provided Olympic-related experiences to 600,000 Utah school children and those experiences continue today with 5-10,000 students visiting Olympic facilities every year. Salt Lake also ran a "One School, One Country" programme partnering schools in Utah with schools in countries around the world, thus letting students learn about a variety of cultures, languages, customs, music and sport.

Environment: Thanks to energy efficient designs, water conservation efforts, aquatic habitat restoration projects, recycling of Games waste, a worldwide tree planting programme and the encouragement of transit use, Salt Lake 2002 was certified as climate neutral by the Climate Neutral Network.

NAGANO 1998

Transport: The introduction of the "Asama" Shinkansen bullet train just four months before the Games cut travel time between Nagano and Tokyo down to just 79 minutes.

Education: In order to encourage the participation of children, these were the first



Games to offer reduced price tickets for children for Opening and Closing Ceremony events, as well as all competitions. The “One School, One Country” programme saw a total of 76 schools (elementary, junior high and special) in Nagano City paired with countries or regions expected to send athletes to the Games, introducing students to the history and culture of their partners and allowing them to increase their international awareness.

Technology: Japan was able to promote its technological know-how by fitting all of its Olympic vehicles with navigation systems and providing video on demand systems, enabling those involved to watch action from the events at any time.

Venues: After the Games were finished, the Nagano Olympic Museum was established inside the M-Wave arena, which was the venue for the speed skating events. Today, the Olympic torch, medals, video images and other items are on display there.

LILLEHAMMER 1994

Environment: The Lillehammer Games were noteworthy for their focus on environmental conservation, which set the stage for the formation of the “Green” Olympics.

Venues: Lillehammer Olympia Park AS was created to manage the legacy of five of the Olympic Venues. The Lillehammer Olympic venues are used for a host of purposes ranging from sporting to cultural and commercial events in both summer and winter. The venues are available for public use, as well as for elite athletes. In 2016, Lillehammer will host the Youth Olympic Games.

Branding: The Lillehammer Games were the most watched Olympic Winter Games at that time and helped to showcase Norway and Lillehammer to the rest of the world. The local authorities and businesses also used the

Games to make national and international contacts.

Infrastructure: The Games allowed improvements to be made to the roads, the railway to Oslo, the local telecommunications system, and the water and sewage systems that would otherwise have taken 20 years.

Economic: The Oppland area received about NOK 12 billion in public and private investments over a four-year period. The Games created work for 600-1,900 people over a four-year period. This was an important boost to an inland area that had been unable to keep pace with the more resource-rich coastal areas of Norway.

Education: The International Broadcast Centre allowed the Lillehammer College to increase enrolment from 600 to 3,000 students, thanks to the extra space it created. The local authority also developed an educational programme for local primary and secondary school students.

Medical: Joint projects with the Lillehammer County Hospital gave the hospital a polyclinic worth NOK 17 million.

ALBERTVILLE 1992

Sport: During the four years leading up to the Games, 1,992 places were offered to top-level sportspersons, between 15 and 21 years old, who were selected by their National Olympic Committees, so that they could come to Savoy to discover winter sports. These young people came for seven periods of 10 to 15 days in June/July or January/February of each year. Today, the Halle Olympique now plays host to the national ice sport teams of France in a number of sports, while many of the venues continue today to host international sporting competitions.

Transport Infrastructure: Upgrading of public infrastructures meant that numerous amenities were built and modernised, including the



motorway to Moutiers and the TGV railway line to Bourg St Maurice.

Culture: Thanks to the Games, the Dôme Theatre was created in the heart of the Municipality of Albertville and has left the area with a high level cultural centrepiece.

Venues: La Halle Olympique was used for figure skating and short track. In legacy, it has retained the ice rink and added a climbing wall and tennis courts and is used for concerts. The Ceremonial Theatre was dismantled and is now a leisure area with sports facilities used by clubs and local amateurs. The speed skating ring was converted into a running track for use by local athletes. The skiing venues are still used today by amateurs and for major competitions, while the ski jumps and bob track are used year round for both training and competition. The curling venue was converted after the Games into a leisure centre and the Olympic Village in Brides-les-Bains was adapted to become a summer thermal resort and winter sports resort.

Urban Redevelopment: Méribel took advantage of the 1992 Games to restructure the resort and develop it into one of France's most important resorts. Val d'Isère also launched a period of urban reconstruction, building new hotels, modernising existing facilities and creating a congress centre.

Education: The former offices of the Albertville Organising Committee now form an extension to the Lycée Professionnel de Grand Arc, allowing all the technical students to be brought together and to offer new training courses.

THIRD-PARTY WEBSITES OF INTEREST (the IOC is not responsible for the accuracy or content of these sites):

London Legacy Development Corporation (London 2012):
<http://www.londonlegacy.co.uk/>

Lift Philanthropy Partners (Vancouver 2010):
<http://www.liftpartners.ca/>

Beijing Olympic Development Association (Beijing 2008):
<http://www.beijing2008.cn/>

Sydney Olympic Park (Sydney 2000):
<http://www.sydneyolympicpark.com.au/>

Centre d'Estudis Olímpics (Barcelona 1992):
<http://olympicstudies.uab.es/b92/eng/index.asp>

Torino Olympic Park (Turin 2006):
<http://www.torinolympicpark.org>

Utah Sports Commission (Salt Lake City 2002):
<http://www.utahsportscommission.com/>

Lillehammer Olympia Park AS (Lillehammer 1994):
<http://www.olympiaparken.no>

Mairie d'Albertville (Albertville 1992):
<http://www.albertville.fr/ma-ville/portrait-de-ville/albertville-et-les-jeux-olympiques/>

Olympic Legacy Brochure:
http://www.olympic.org/documents/olympism_in_action/legacy/2013_booklet_legacy.pdf

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LEGACIES OF THE GAMES

03 December 2013

A publication of the

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