



INTERNATIONAL
OLYMPIC
COMMITTEE

FACTSHEET

OGKM

UPDATE - FEBRUARY 2014

OLYMPIC GAMES KNOWLEDGE MANAGEMENT (OGKM)

THE PROGRAMME

As one of the most complex peace-time operations in the world, staging the Olympic Games involves at least two years of bidding, seven years of preparations, 16 days of competition and about a year of dissolution.

During this period of time, the staff at the Games Organising Committee (OCOG) learns a huge amount about how to organise the event and how they would improve their operations if they had to do it again.

So as to retain this knowledge within the Olympic Movement and assist future OCOGs, which are usually taking on the organisation of the Games for the first time, the International Olympic Committee (IOC) developed the Olympic Games Knowledge Management platform (OGKM). This innovative programme was specially created to ensure that future hosts could draw from the wealth of knowledge that is available about Games organisation, while using it to make their own projects more efficient and effective in delivering the highest quality conditions for the athletes of the world.

More importantly, OGKM aims to help bid cities and OCOGs develop their own vision and understand how a host city and its citizens can benefit from the long-lasting impact of the Games, while managing the opportunities and risks that such an event produces.

EVOLUTION

The IOC's transfer of knowledge (TOK) programme was set-up during the preparations for the Sydney Games in 2000 in cooperation with the Sydney Organising Committee (SOCOG). Later, to further enhance the TOK programme and to develop its knowledge management initiatives, the IOC established an independent company called Olympic Games Knowledge Services (OGKS) in 2002. In 2005,

the IOC then decided to bring its transfer of knowledge function fully in house, baptising it Olympic Games Knowledge Management (OGKM).

PARTNERS

Since it began, the OGKM programme has worked with a number of OCOGs and bid cities to transfer knowledge to help them put on or bid for the Games. At the moment, the IOC is working with:

OCOGs: Sochi 2014; Rio 2016, PyeongChang 2018, and Tokyo 2020.

Candidate Cities: Krakow (Poland), Oslo (Norway), Almaty (Kazakhstan), Lviv (Ukraine) and Beijing (People's Republic of China)*.

Youth Olympic Games Organising Committees: Nanjing 2014, Lillehammer 2016, and Buenos Aires 2018.

WHAT IS OGKM?

OGKM is an integrated platform of services and documentation, which assists organisers in their preparations, lets them evaluate their progress and success, and helps to define the future of the Games. Since its inception, the OGKM programme has developed into an essential tool for Games organisers.

The vision of the OGKM programme is to contribute to maintaining the unique value and success of the Games product and experience through transferring knowledge and expertise from one edition of the Games to the next, making sure that the contextual elements are properly taken into account.

This links in perfectly with OGKM's mission of enhancing the performance of the OCOGs and bid cities, as well as allowing them to benefit from their predecessors, while also contributing to the future success of cities yet to host the Games.



OGKM ACTIVITIES

Observer Programme:

The observer programme allows future Games organisers to observe Games-time operations - in the heat of the action - during an actual Games. The observer programme looks at a number of Games-related areas through visits to Games venues and roundtable discussions with the people actually organising the event. For example, the London 2012 observer programme saw 50 visits to approximately 15 competition venues and 37 non-competition sites, in addition to 5 roundtables over 21 days (For more information: [The Observer programme](#)).

Games Evaluation:

The process of Games evaluation looks to capture the key learning from a Games edition and identify opportunities to enhance the next Games experience. This feedback is subsequently integrated into the other transfer of knowledge documents and activities like the IOC debriefing.

IOC Debriefing:

The IOC debriefing is a key element of the Games evaluation and is a seven-day seminar in the next host city of the Games, which gives participants the opportunity to actively exchange ideas and learn about how previous Games staff approached the Games and what they learnt.

Technical Manuals:

Technical manuals are documents containing key educational information and contractual requirements, which are used to support the OCOG in the planning and staging of the Games. The technical manuals are updated after each edition of the Games and there are currently 33 technical manuals and eight guides totaling more than 7,000 pages of information.

Workshops:

Interactive workshops are organised throughout the lifecycle of the Organising Committee and are tailor-made to suit the OCOG's needs. Overseen by the corresponding function within the IOC, these workshops are run by external experts, who are often veterans of previous Organising Committees. In 2011, 23 workshops were held for the OCOGs.

Building Knowledge Capabilities:

Building Knowledge Capabilities is a programme that occurs throughout the entire lifecycle of the OCOG, as it aims to produce an on-going cycle of knowledge transfer, allowing the OCOGs to contribute to the OGKM programme even before they have actually hosted the Games.

OGKM Extranet:

The OGKM extranet is the principal host platform of all of the knowledge that has been collected through the different transfer of knowledge programmes at the IOC, and is accessible by all OCOGs and bid cities, giving them instant access to thousands of reference documents and videos that they can draw from when looking to build and improve their own Games.

Cross-Cultural Awareness:

This is a platform aimed at bridging the gap between the diverse cultures of the IOC and the Organising Committees. It includes specialised sessions for IOC staff on the cultures in the different countries and organisations, and is an integral part of the training process at the IOC.

Secondee Programme:

The IOC also supports a secondee programme for the OCOGs, which allows staff from future Games to take up short-term positions within the current Games OCOG. This gives them first-hand experience of operating on the front line and will allow them to better appreciate what is expected during their own edition of the Games.

IMPRINT

OGKM

20 February 2014

A publication of the



INTERNATIONAL
OLYMPIC
COMMITTEE

For further information, please contact

Château de Vidy,
1007 Lausanne,
Switzerland

IOC Communication
Tel. +41 21 621 60 00
Fax +41 21 621 63 54
pressoffice@olympic.org