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 Organising Committee for the Olympic Games (OCOG) learn a huge amount about how to plan and deliver the Olympic Games.

To retain this knowledge within the Olympic Movement and assist other future OCOGs, which are usually all facing the challenge of organising the Olympic Games for the first time, the International Olympic Committee (IOC) developed the Olympic Games Knowledge Management (OGKM) programme. This programme was specifically created to ensure that future hosts could draw from the wealth of knowledge that inevitably comes with planning and delivering such an event.

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

EVOLUTION
The IOC’s knowledge programme was set up during the preparations for the Sydney Games in 2000 in cooperation with the Sydney Olympic Games Organising Committee (OCOG). Later, to further enhance the Transfer of Knowledge (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 knowledge function fully in house, baptising it: Olympic Games Knowledge Management, the name it still has today. In its latest evolution, OGKM’s vision is about Inspiring a passion for learning and sharing.

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


Candidate Cities: Los Angeles (USA), Rome (ITA), Budapest (HUN) and Paris (FRA)*.


WHAT IS OGKM?
The OGKM programme overall contributes to maintaining the unique value and success of the Games product and experience. It does so by:

- Encouraging OCOGs to share their knowledge amongst each other
- Understanding the specific context and timing of each OCOG
- Educating OCOGs through learning opportunities

As such, OGKM is a “socio-technical system which manages and shares knowledge to support Games Management goals.” The programme offers a set of technology-enabled services (e.g. access to active data and information collection) as well as human-focused services (e.g. workshops, connecting relevant people and organisations) enabling OCOGs to access a wealth of explicit and implicit knowledge.

In line with Olympic Agenda 2020, these services are tailored to meet the specific needs of each OCOG, putting them on the pathway for successful delivery of their edition of the Olympic Games.
KEY OGKM ACTIVITIES
Observation & Experience Programme:
A combination of observation and experience opportunities provides future Organising Committees with a solid platform for “learning by doing”. The elements of the programme include an Observer Programme (during test events and Games time), Shadowing Programme and Secondment Programme. These different programmes enable the participants from the future OCOGs to experience the event environment and learn about the roles they will need to perform in the delivery of their own Games. In the Observer Programme, the observers have a chance to observe Games-time operations in a real-time environment. During Shadowing, a shadow participant has a chance to observe a particular role and interact with her/his counterpart over a couple of days. Secondment allows staff from future OCOGs to take up short-term positions within the current Games OCOG, which gives them a real responsibility to deliver a task and therefore first-hand experience of operating on the front lines. All these opportunities enable better understanding of what is expected from an OCOG during an edition of the Games.

Debriefing:
The Debriefing of a specific Games edition is one of key elements in the Games evaluation and takes place in the next host city, usually a few months after the latest Games edition. This event gives participants the opportunity to actively exchange ideas and learn how the previous OCOG planned and delivered its Games.

Games Reference Materials:
OGKM coordinates the development and provision of key reference materials to assist and support the OCOGs, the Candidate Cities and the cities considering bidding for an edition of the Games. These materials comprise the Olympic Games Framework, Host City Contract – Operational Requirements (annex to the Host City Contract – Principles) and Olympic Games Guides. The materials are regularly updated to reflect the latest evolution in Games organisation. There are currently more than 40 guides totalling 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 the IOC functional areas accompanied by external experts, who are often veterans of previous Organising Committees. In 2015, about 50 workshops were held for the OCOGs.

OGKM Extranet:
The OGKM extranet is a platform which hosts all information collected through the various Transfer of Knowledge programmes at the IOC, giving the OCOGs instant access to thousands of reference documents and videos that they can refer to when seeking to plan their own Games.