



# Technology in Nagano

For almost two weeks the eyes of the world were on Nagano, eager to see how the technical aspects of the Games would perform. The consensus was that the Olympic Winter Games were flawless. "The technology at the Winter Games in Nagano was outstanding and the Olympic Movement is now poised for the new millennium", said IOC director general François Carrard. "As a result of the cooperation between the IOC, NAOC and all of the technology partners, a tremendous level of success has been achieved."

The success of the partnership between the Olympic Movement and the technology sponsors has set the criterion for future Olympic Games. The consortium

of sponsors consisted of companies with expertise ranging from computers to telecommunications and provided a wide range of products and services. From the timing of the events and posting of the scores, to producing the photographic and video images of Olympic events, the sponsors played an important role in the success of the Games in Nagano.

The results system developed by NAOC and IBM processed over 1 Terabyte (one trillion bytes) of data. This number is more than five times the 200 million processed in Lillehammer.

Over 6 million information requests were logged on INFO'98, developed by IBM, compared to 2 million in Lillehammer.

The commentator information system, developed by IBM, transmitted results and statistics from every event to 1,100 touch-screen displays used by thousands of journalists in the competition venues. The NAOC website powered by IBM, the first Internet site for an edition of the Olympic Winter Games; received more than 600 million total hits (as compared with 187 million hits in Atlanta), with an average response time of less than one second. The NAOC site reached a peak 103,049 hits per minute on 20 February, when Finland and Russia moved into the final moments of their hockey game, and Michelle Kwan and Tara Lipinski took to the ice to compete for the gold medal in figure skating.



*Control room at the International Broadcast Centre.*



*Pascal Wattiaux,  
IOC director of technology.*

More than 1,500 athletes created personal home pages at the IBM Surf Shack in the Olympic Village. More than a quarter of a million good luck messages from around the world were received by Olympic athletes on IBM Fan Mail.

Kodak ran the world's largest photo lab during the Olympic Games and processed more than 2,700,000 images.

Panasonic provided 20 giant screen display boards for use in all competition venues. This was the first time that displays were available at each sport venue. The giant video screens greatly enhanced spectator enjoyment and were used to present video and information from other Olympic sites.

The wireless communication technology supported by Samsung and NTT worked flawlessly and took the Games to a new level of telecommunications. More than 10,000 digital cellular phones, high-speed flex pagers, personal handy phones and two-way radios were supplied by Samsung. The equipment worked well within the system capacity, in spite of the considerable load placed on it by Games operations.

A "first" for the Games was the Samsung "Call Home" programme, which enabled Olympic athletes to share their emotions with friends and loved ones back home. Xerox supplied more than 2,000 facsimile machines, copiers, multi-functional machines (printer/copier/facsimile), and printers for the Games in Nagano.

SEIKO timing technology captured more than 20 world and Olympic records dur-



*Journalists at work in the MPC.*

ing the Olympic Winter Games. More than 10,000 technical and support service personnel from the Olympic partners were on hand to ensure the smooth running of the Olympic Games.

The IOC website ([www.olympic.org](http://www.olympic.org)) was launched on 6 February, and has set new standards for websites, winning several awards during its first week of operation. Now that the Games are

over, the site continues to allow fans to follow all aspects of the Olympic Movement.

The IOC wishes to convey its appreciation to the world-wide technology sponsors (IBM, Kodak, Panasonic, Samsung and Xerox) and the gold technology sponsors (KDD, NTT and SEIKO), without whom the Games would not have been so successful.



*The new IOC website.*