

Enhance the Rio 2016 Games experience with an App

The Atos logo consists of the word "Atos" in a white, sans-serif font, centered within a teal-colored square that has a slightly irregular, hand-drawn appearance.A blue pencil with a wooden eraser and a sharp lead tip, positioned diagonally across the page.

The Atos IT Challenge is a fantastic opportunity to demonstrate your talent in IT.

You're invited to create a mobile application that could write the future.

Sign up at atositchallenge.net

A blue line-art illustration of a smartphone, shown from a slightly elevated angle. The screen displays a simple user interface with a back arrow, a list of items, and a search bar.

Join the Atos IT Challenge

Your business technologists. Powering progress

Program & Prize

Registration round (by 17 January 201)

Student teams register and submit their project ideas on the IT Challenge website atositchallenge.net

Qualification Round (by 7 February 2014)

A jury of experts will evaluate the ideas. The top-ranked fourteen submissions will be selected for the final round. One team will be the one most voted on the website.

Final round (May 2014)

The qualifying teams have three months to design and develop their projects. Each team will be working with an Atos coach, to build and present an application. Finally each team will present their project and functioning application to the final jury.

Award Ceremony (June 2014)

The winning teams will be honored in front of Atos top management during an award ceremony, to be held in early June 2014 in Paris, France

Amazing reward

The winning team will win a trip visiting Barcelona including a visit to the Atos Olympic Games IT excellence Center, meeting the Experts (from the IOC, the IPC, the Rio 2016 Organising Committee, and Atos) to investigate if and how we can support to develop the app.

The winning team as well as the two finalists will receive a diploma and a tablet.



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