



OBS ACRONYMS

ACRONYMS	TERMS	DEFINITIONS
5.1.4 audio		An immersive audio configuration which add four height speakers to a traditional 5.1 surround set-up. Also known as 9.1. audio.
8K		A high-resolution digital displays and video formats with horizontal resolution of approximately 8,000 pixels. 8K UHD is a resolution of 7680 × 4320 pixels. 8K delivers four times the resolution of 4K and 16 times the resolution of High Definition (HD), which transforms flat images into a deeper, more lifelike experience.
AI	Artificial intelligence	The ability of a computer system to perform cognitive functions associated traditionally with the human mind through processing large volumes of data.
AMD	Automatic Media Description	An OBS Minimum Viable Product (MVP) that combines visual analysis, commentary audio, and data to generate live, structured descriptions of broadcast content.
APQC	Audio Production Quality Control	A designated room located within the International Broadcast Centre (IBC) which is fully equipped for stereo and 5.1.4 immersive audio monitoring and troubleshooting.
AR	Augmented Reality	A type of virtual reality (VR) technology that blends what the user sees in their real surroundings with digital content generated by computer software.
BCN	Broadcast Contribution Network	Also referred to as Contribution Network, is a specifically designed optic fibre broadcast telecommunications system which serves as the backbone network to enable the delivery of all video and audio signals and broadcast data feeds from each of the competition venues and certain non-competition venues (Olympic

		Village/Paralympic Village/Youth Olympic Village, TV studios etc.) to the International Broadcast Centre (IBC).
BDF	Broadcast Data Feed	All metadata generated during the Games is processed and distributed through the Broadcast Data Feed (BDF). This includes all the sport data produced during the competition from the Olympic Data Feed, which supplies information about participants, results, statistics, etc. together with the pure broadcast information such as transmission schedule, video logging, and much more. It also refers to an area within OBS Tech at the International Broadcast Centre (IBC) where the BDF is produced.
BOC	Broadcast Operation Centre	A designated area located within the International Broadcast Centre (IBC) which serves as the main reporting point for all broadcast-related activities at the venues and the IBC pre-Games, Games-time and during the transition period. The BOC is managed by the OBS Planning & Broadcast Operations team. During the Games, the BOC receives daily reports from each venue detailing issues, concerns and ongoing activities.
BTP	Broadcast Training Programme	As the host broadcaster for the Olympic Games, Olympic Broadcasting Services (OBS) is committed to leaving a long-term legacy in the Host city by shaping a generation of young broadcast professionals. In support of this goal, OBS, in conjunction with local institutions, runs the Broadcast Training Programme (BTP), a once-in-a-lifetime opportunity for students to get valuable training and hands-on experience of how the largest broadcast operation in the world is put together and run. The programme is designed to provide students with a unique experience working in professional paid positions as part of the Host Broadcast team.
BVM	Broadcast Venue Manager	BVMs are responsible for implementing and operating all host broadcast facilities and services at their assigned venues. They ensure that broadcast operations run smoothly, acting as the key link between on-site teams, the Broadcast Operations Centre (BOC), and all major stakeholders. BVMs report directly to the BOC, which provides guidance, support, and escalation pathways to ensure that venue-level challenges are addressed promptly and align with overall broadcast objectives.
CATV	Community Access Television	The Olympic Broadcasting Services (OBS) Community Access Television (CATV) service makes available live audio and video content to the Media Rights-Holders (MRHs) as per the following:

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CDU	Contribution, Distribution and Unilateral Centre	The OBS Venue CATV service that distributes the international signal produced by OBS and/or additional selected audiovisual content to the commentary area at each competition venue (under the responsibility of the Commentary Control Room).
CIS	Commentator Information System	The OBS IBC CATV service that distributes the distribution channels, a weather channel and/or additional AV content (such as commercial channels) to designated OBS and MRH offices and technical facilities inside the IBC.
COTS	Commercial Off-The-Shelf	A software and/or hardware product that is commercially ready-made and available for sale, lease, or license to the general public.
CRAC	Computer Room Air Conditioning Unit	A computer room air conditioning (CRAC) unit is a device that monitors and maintains the temperature, air distribution and humidity in a data centre, network or server room.
CSC	Commentary Switching Centre	A designated area within the OBS Tech at the International Broadcast Centre (IBC) where all commentary and coordination audio circuits are received, controlled and distributed to the Media Rights-Holders (MRHs).
CTA	Centralised Technical Area	A secure, shared space strategically placed within the IBC, which provides 'data centre' type of services and infrastructure to Olympic Broadcasting Services (OBS) and the Media Rights-Holders (MRHs). It enables MRHs to keep their technical equipment that receives or sends signals from/to OBS, while saving energy by reducing the heat, ventilation and air conditioning (HVAC) and technical power consumption.
DMF	Dynamic Media Facility	A cloud-inspired, software-defined architecture from the EBU that enables flexible, scalable, and interoperable media production using containerised media functions and a unified exchange layer.
DX	Distribution	(1) electronic communications network service where the output signal of a broadcasting service is taken from the point of origin, being the point where such signal is made available in its final content format, from where it is conveyed to any broadcast target area, by means of electronic communications. (2) See Contribution, Distribution and Unilateral (CDU) centre.
DX	Distribution Channel (DX Channel)	A video and audio (VandA) circuit produced by Olympic Broadcasting Services (OBS) that is being distributed to the Media Rights-Holders (MRHs) through a VandA package. See VandA package.

FOP	Field of Play	The designated competition area used for the sport, including adjacent support spaces separated from spectators. Its layout and rules vary by sport according to each International Federation (IF). The FOP may be referred to as the court, field, pool deck, track, ring, course, or arena. Boundaries are clearly marked, and access is strictly controlled.
FPV	First-Person-View drone	A First Person View (FPV) drone is a type of drone that allows the operator to see what the drone sees in real-time, as if they were sitting in the pilot's seat. FPV drones offer several benefits, including a super-wide field of view (FOV), low-latency transmission, and advanced safety features. They are popular for their ability to provide a thrilling and immersive flight experience, making them ideal for capturing dynamic and engaging footage.
GB/GBPS	Gigabyte / Gigabyte per second	A unit of digital information equal to approximately 1 billion bytes (1,000,000,000 bytes). In some computing contexts, a gigabyte may also refer to 1,073,741,824 bytes (2^{30} bytes), depending on the system or storage convention.
HB	Host broadcaster	A single broadcast organisation responsible for providing the images and sounds of the Games as a service to other broadcast organisations that have paid the rights to transmit the event (referred to as Media Rights-Holders or MRHs). For the Olympic/Paralympic Games, the International Olympic Committee (IOC) has appointed OBS as host broadcaster. Host broadcaster personnel have HB on their accreditation card. The functions associated with the Host Broadcaster may be referred to as "Host Broadcast" operations.
HD	High Definition	A digital television display technology that provides an image resolution as high as 1,920 by 1,080 pixels (1,920 columns by 1,080 rows). HDTV's picture mimics the wide-screen shape of motion pictures, with a rectangular aspect ratio of 16:9.
HDR	High Dynamic Range	HDR technology displays a wider and richer range of colours, with much brighter whites, and much deeper, darker blacks, colours are more natural and true-to-life. As a result, more details can be displayed in dark and bright areas of the picture. The overall look is more dynamic and thus the term.
HVAC	Heating, ventilation and air conditioning	An HVAC unit (also called system) controls the temperature, humidity, and air filtering within a space.
IBC	International Broadcast Centre	A non-competition hub for all broadcast operations during the Olympic, Youth Olympic, and Paralympic Games. It serves as the workplace and technical base for OBS and Media Rights-Holders, with design and fit-out managed by OBS and general services

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		provided by the OCOG. All venue feeds are delivered here for MRH access, and the IBC operates 24/7 throughout the Games
IF	International Federation	An international non-governmental organisation recognised by the IOC to govern one or more sports at the world level. IFs must operate in accordance with the Olympic Charter, including adopting and implementing the World Anti-Doping Code, while maintaining full independence in administering their sport.
IOC	International Olympic Committee	An international non-governmental, not-for-profit organisation based in Lausanne, Switzerland. It fulfils the mission, roles, and responsibilities defined by the Olympic Charter and may establish or control other legal entities to support its work. The current IOC President is Kirsty Coventry.
IP	Internet Protocol	A set of rules that govern how data packets are transmitted over a network.
LUT	Look-Up Table	A tool used in UHD and HD production to manage colour transformations, ensuring that camera-captured colours are accurately and consistently converted for the final video, including UHD-to-HD conversions.
MAM	Media Asset Management	A Media Asset Management system is a specialised platform designed to store, organise, retrieve, and manage digital media files such as video, audio, images, and related documents. But beyond simple storage, a robust MAM system must handle metadata, rights management, and workflow orchestration across diverse teams and platforms.
MCF	Multi Clips Feed	A secondary feed delivering unseen angles of the competition, mostly coming from specialty equipment, produced by Olympic Broadcasting Services (OBS) and distributed to the Media Rights-Holders (MRHs) who have subscribed to the service.
MDS	Multi-channel Distribution Service (MX Channel)	An Olympic package of fully-programmed, ready-to-air sports channels (plus the Olympic Channel News) offered by Olympic Broadcasting Services (OBS) to the Media Rights-Holders (MRHs) who have subscribed to the service and delivered to them via Cloud, as well as encrypted satellite.
MCR	Master Control Room	Area located within OBS Tech at the International Broadcast Centre (IBC) which provides all around the clock technical support to the Media Rights-Holders (MRHs), helping them monitor and troubleshoot any issues which might arise either at the IBC or with one of their facilities at the venues.

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MZ	Mixed Zone	A controlled area just outside the Field of Play where athletes pass after competing and may give brief interviews to broadcast and print media. It includes designated TV and radio positions with proper lighting and is supervised by Liaison Managers.
MMC	Main Media Centre	A non-competition venue when the International Broadcast Centre (IBC) and Main Press Centre (MPC) are co-located.
MOC	Main Operations Centre	A non-competition venue that centralises information-sharing, coordination, reporting, and decision-making for Games operations. It serves as the central communications, command, and control hub, supporting venues and functional areas with issues that cannot be resolved on-site. The MOC includes representatives from all functional areas and key partners and is connected to each venue through the Venue Communications Centre (VCC).
MPC	Main Press Centre	A non-competition venue serving as the central workplace for accredited written and photographic press and accredited non-Media Rights-Holders (ENR). It provides 24-hour facilities and services such as workrooms, photo areas, rental offices, rate card services, technical support, transport access, and catering. At Summer Games it is usually located next to the IBC, while at Winter Games it is often co-located with the IBC as the Main Media Centre (MMC).
MRH	Media Rights-Holder	An organisation granted exclusive rights by the IOC or IPC to broadcast the Olympic or Paralympic Games in a specific territory. MRHs have access to the International Signal and OBS facilities to customise coverage for their audiences. Their accreditation category is RT (Radio Television).
MVP	Minimum Viable Product	The simplest usable version of a product that delivers core value and is released early to gather feedback and validate the idea.
MX	Multi-Channel Distribution Service (MDS) distribution channel	A video and audio (VandA) package produced by Olympic Broadcasting Services (OBS) that is distributed to the Media Rights-Holders (MRHs) through the OBS Multi-Channel Distribution Service (via Cloud and encrypted satellite).
MXL	Media Exchange Layer	A shared-memory-based, open-source layer that allows broadcast and media software to exchange video, audio, and metadata in real time with very low latency, enabling interoperable, multi-vendor software workflows.
NMOS	Networked Media Open Specifications	An open set of standards that help media devices on an IP network find each other and work together.

NOC	National Olympic Committee	A national constituent of the worldwide Olympic Movement. Responsible for organising their athletes' participation in the Olympic Games/Youth Olympic Games. The mission of the NOC is to develop, promote and protect the Olympic Movement.
OB van	Outside Broadcast van	A mobile production studio used to produce coverage of an event and whose size varies from a van to a truck with built-in video and audio equipment.
OBS Tech	OBS Technical facilities	A designated area within the International Broadcast Centre (IBC) where OBS has several technical installations in order to carry out the Host Broadcast function.
OCN	Olympic Channel News	A 24/7 news channel operated by Olympic Broadcasting Services (OBS) that is made up of a continuous run of programmes on the sport competition and the Host, as well as athlete interviews and event highlights. Distributed free of charge to all Media Rights-Holders (MRHs) and select world news agencies during Games-time.
OCOG	Organising Committee for the Olympic Games	The entity endowed with legal personality under the laws of the Host Country and established by the Host and the Host National Olympic Committee (NOC) to perform the Organising Committee (OCOG)'s rights and obligations under the Olympic Host Contract.
OCS	Olympic Channel Services S.L.	The corporate entity charged with operating Olympics Web and App for the International Olympic Committee (IOC) in Madrid, Spain.
OPEX-based		A model where broadcasters access technology through recurring operational expenses—such as subscriptions or cloud services—instead of purchasing hardware upfront, allowing predictable costs and continuous updates.
OVP	Olympic Video Player	A multi-platform video player designed by Olympic Broadcasting Services (OBS) to enhance and complement the enjoyment of the Olympic viewing experience and available to Media Rights-Holders (MRHs) and other stakeholders as a subscription service. It provides the live and video on demand of all Olympic competition sessions, as well as a broad range of additional content and data.
P5	P5 parking	A Parking area located in the proximity of a venue (usually outside the security perimeter) which is accessible only to vehicles with a P5 Vehicle Access Parking Permit (VAPP). If P5 is located within the security perimeter, then the correspondent accreditation is required for the driver.

PAR	Paralympic Games	The world's largest elite sports event for athletes with an impairment. Athletes compete in several impairment categories and must meet sport-specific qualification standards set by the IPC and relevant international sport bodies. The Games are organised by the IPC, whose membership includes National Paralympic Committees and disability-specific organisations. Under the IOC–IPC agreement, the Paralympic Games are held in the same host city and follow the Olympic Games.
POC	Proof of Concept	A proof of concept is a small-scale test or experiment used to demonstrate whether an idea, product, or solution is feasible before committing to full development. It validates that the concept can work in real-world conditions and helps identify risks early.
PoP	Point-of-Presence	A facility or location that has direct connection to long-haul transmission paths.
POV	Point-of-View	Camera or microphone placed in a strategic position to give the effect of being part of the action. Cameras used for this position may be called net-cams, mini cams, lipstick cams, pencil cams, pin cams, etc.
PQC	Production Quality Control	A room in the IBC where OBS monitors all video, audio, and graphics from competition venues to ensure compliance with Olympic production standards. The PQC stays in constant communication with Venue Production Teams to correct issues immediately, uses multiple Multiview booths for host broadcast producers, can review rehearsals, and manages production return feeds. PQC supervisors also access full-resolution feeds via the Contribution and Distribution Centre and coordinate with other OBS areas to ensure consistent, accurate broadcast output.
PTP	Precise Timing and Synchronisation	A network protocol (IEEE 1588) that synchronises clocks across devices with sub-microsecond accuracy, ensuring precise timing for media and broadcast systems.
SDB	Software-defined Broadcasting	A broadcasting approach in which traditional fixed-function hardware systems are replaced by software-based media functions running on general-purpose or virtualised IT hardware. SDB allows broadcasters to dynamically reconfigure, scale, update, and manage workflows through software rather than through dedicated physical devices.
SDI	Serial Digital Interface	A professional video transmission standard widely used in broadcasting to transmit high quality digital video and audio signals over coaxial or fibre optic cables with minimal loss or interference.

SDN	Software-Defined Networking Controller	An SDN controller is a centralised, software-based system that manages and programmes cloud networks by separating the control plane from the data plane. It functions as the “brain” of the cloud network — overseeing traffic flows, enforcing policies, optimising resource usage, and enabling dynamic, automated configuration across virtualised infrastructure.
SFP	Small Form-factor Pluggable	A compact, hot-swappable transceiver used in networking equipment to convert electrical signals into optical or copper-based signals. It plugs into an SFP port on switches, routers, servers, or media converters, allowing devices to support different cable types and link distances without changing the hardware.
SMPTE 2110		A suite of standards for sending video, audio and data over IP networks instead of traditional cables. Each element travels as its own stream, making production faster, more flexible, and cloud-ready.
TB / TBps	Terabyte / Terabyte per second	A terabyte (TB) is a unit of measurement in computers and similar electronic devices. One terabyte holds 1000 gigabytes (GB) or a trillion (1,000,000,000,000) bytes, and 1000 terabytes make one petabyte.
TMS	IOC Television and Marketing Services	The commercial entity of the IOC and a wholly owned subsidiary responsible for generating and growing long-term revenue for the Olympic Movement. It oversees TOP partner management, Media Rights-Holder (MRH) relations, licensing strategy, commercial integration with OCOGs/YOGOCs, NOC commercial support, rights activation, business development, and legal/business affairs.
TOC	Technical Operations Centre	A temporary OBS facility at each venue that serves as the hub for all video and audio signal transmission. OBS-originated signals are routed through the TOC to the International Broadcast Centre (IBC) and distributed within the broadcast compound to MRHs who have booked them. The TOC is also the delivery point for all unilateral signals.
TOP	Olympic Partner	Any one or all within the group of companies participating in The Olympic Partner" programme of the International Olympic Committee (IOC).
UHD	Ultra High Definition	Standard of image resolution including the 3,840 x 2,160 pixels (commonly known as 4K) and the 4,320 x 7,680 (commonly known as 8K). This results in a picture containing 8,294,400 pixels (approximately 8 megapixels), which is four times as many as a standard HD 1080p image.

UPS	Uninterrupted Power Supply	A system used to protect critical broadcast or event operations when primary grid power fails. It maintains continuous power using heavy-duty batteries and then a diesel generator, ensuring a seamless, interruption-free supply for live production.
VandA	Video and Audio	A video and audio circuit from one site to another. A VandA is comprised of one video circuit along with a minimum of two audio channels.
VOB	Virtualised OB Van	A production set-up based on a cloud-hosted, software-based architecture that mirrors the function of a traditional Outside Broadcast (OB) van, from where the production crew will perform their job from a production gallery, either on-premise or off-site, using Commercial Off-The-Shelf (COTS) solutions that offer a similar user experience as traditional broadcast appliances.
VR	Virtual Reality	A computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or physical way by a person using special headsets, such as glasses.