Olympic Broadcasting Services

OBS MEDIA GUIDE DAKAR 2026

CONTENTS

Africa Welcomes, Dakar Celebrates 4

Dakar 2026 Broadcast in Numbers 5

Broadcast Highlights 6

Human Legacy 9

Olympic Partnerships 12

Media Resources 14

AFRICA WELCOMES, DAKAR CELEBRATES.

The 4th Summer Youth Olympic Games (YOG) will take place in Senegal from 31 October to 13 November 2026, marking a historic milestone as the first Olympic sporting event held on African soil.

Bringing together approximately 2,700 young athletes from all 206 National Olympic Committees, Dakar 2026 will showcase the next generation of sporting talent across the host areas of Dakar, Diamniadio and Saly.

For Olympic Broadcasting Services (OBS), Dakar 2026 is an opportunity to combine expanded competition coverage with new ways of producing and delivering content.

An estimated 507 hours of coverage, spanning all 25 competition sports, will be supported by flexible production models, remote operations, virtualised infrastructure and AI-enabled workflows.

At the same time, coverage will look beyond the field of play, capturing the culture, creativity, and hospitality of Senegal and helping broadcasters share the unique character of Africa's first Olympic event.

> Dakar 2026 is an opportunity to bring more of the Youth Olympic Games to audiences worldwide, building on the evolution of OBS's coverage and delivery. With expanded competition coverage, innovative production approaches and greater operational flexibility, we will offer Media Rights-Holders more ways to connect their audiences with the young athletes, stories and spirit of Africa's first Olympic sporting event.

Yiannis Exarchos, OBS Chief Executive Officer

DAKAR 2026 BROADCAST IN NUMBERS

18
MRHs
and 80 sublicensees

507
hours of broadcast coverage estimated

25%
more coverage than the sports live at Buenos Aires 2018

25
competition sports covered of which 22 produced live

539
host broadcast staff on-site & remote

DAKAR 2026™
YOUTH OLYMPIC GAMES

64
camera systems

67% / 33%
host broadcast staff working on-site vs. remotely

2
drones

38
Youth Broadcast Experience programme participants

1,587 SQM
size of the International Broadcast Centre (IBC)

25.8%
smaller IBC footprint vs. Buenos Aires 2018

100
microphones

DAKAR 2026 BROADCAST HIGHLIGHTS

Expanded coverage

OBS will cover all 25 competition sports, with 22 sports produced live and an estimated 507 hours of HD 1080p SDR coverage delivered using 64 camera systems and 100 microphones.

For the sports produced live, coverage will extend throughout the competition schedule, providing Media Rights-Holders (MRHs) with greater flexibility in how they select, package and deliver the YOG to their audiences.

Compared with the previous edition in Buenos Aires in 2018, OBS will produce approximately 25 per cent more live coverage across the sports featured at both YOG editions.

Beyond the live competition, OBS in collaboration with Olympics.com will deliver a broader content offering, including highlights, mixed-zone interviews and short-form social and editorial content.

With the aim of providing as much coverage of sport competition as possible, OBS will use four coverage approaches across Dakar 2026: full multi-camera productions; basic live coverage using three cameras; single-camera coverage; and dedicated highlights services.

Together, these approaches ensure coverage across all 25 competition sports, while the enhanced single-camera format, first introduced at selected sports during the Paris 2024 Paralympic Games, has been expanded for Dakar 2026 to include live English commentary and graphics.

Additional camera perspectives

In collaboration with Worldwide Olympic Partner Samsung, OBS will integrate Samsung Galaxy S26 Ultra smartphones into live coverage of skateboarding and taekwondo, with two devices deployed in each sport. Their portability, advanced camera capabilities and 5G connectivity will provide additional athlete-focused and field-of-play perspectives within the host broadcast coverage. The devices will also be used to create supplementary vertical content from on and off the field of play, giving MRHs additional material for their digital and social platforms.

SPECIALITY CAMERA SYSTEMS

Speciality cameras will be deployed across a number of sports as well as the Opening and Closing Ceremony to provide dynamic viewing angles and to enhance the coverage.

- Track cameras (athletics and swimming)
- Robotic underwater cameras (swimming)
- Two-point cable camera system (Opening Ceremony)
- Drones (Opening and Closing Ceremony and selected competition coverage)

> **Dakar 2026 offers us the opportunity to showcase more athletes, more sports and more stories than ever before. Our goal is to capture the full YOG experience, both on and beyond the field of play.**
>
> **Josephine Hao,** OBS Host Broadcast Producer for the Youth Olympic Games

A more distributed broadcast operation

Dakar 2026 represents a further step towards a more distributed broadcast operation, with production, technical operations and content workflows spanning the host city, the OBS/OCS headquarters in Madrid and cloud-based environments.

Of the 539 host broadcast staff, approximately 67 per cent will work in Dakar and 33 per cent remotely from Madrid. Remote functions include aspects of production (including remote directing for selected sports), highlights generation, archive operations, logging and metadata management, commentary, and social media content workflows.

The International Broadcast Centre (IBC) will occupy 1,587 square metres, 25.8% less than the IBC at the Buenos Aires 2018 YOG, which is the result of increased use of remote production, virtualised operations and cloud-based workflows.

Virtualised Master Control Room

One of the major technical developments at Dakar 2026 is a fully virtualised Master Control Room (MCR).

Traditionally, Master Control Room (MCR) functions such as switching, graphics, routing and distribution were delivered through dedicated broadcast equipment located within the IBC. At Dakar 2026, these core services will instead run in a cloud-based, software-defined environment, supported by Worldwide Olympic Partner Alibaba and operated remotely from Madrid.

Dakar represents the next stage in a development that began with proof-of-concept work at Paris 2024 Olympic Games and progressed through operational virtualised technical facilities at the Milano Cortina 2026 Olympic Winter Games.

VIRTUALISED MASTER CONTROL ROOM (MCR)

TRADITIONAL MCR

Dedicated hardware and physical infrastructure at the IBC.

Software-based MCR

VIRTUALISED MCR

Core functions run as software and are operated remotely from OBS headquarters in Madrid.

BENEFITS OF A VIRTUALISED MCR

1. Less physical infrastructure at the host city
2. Greater operational flexibility
3. More centralised remote operation
4. Easier deployment & configuration
5. Reduced logistics & on-site footprint
6. A scalable model for future Games

> **The deployment of a first fully virtualised Master Control Room at an Olympic event is an important milestone, but it is also part of a wider move towards more flexible and efficient broadcast operations.**
>
> **Isidoro Moreno,** OBS Head of Engineering

Hardware-less audio production

OBS will also pioneer a hardware-less approach to audio production, with traditional audio equipment and quality-control functions increasingly replaced by software-based solutions.

Most audio monitoring, control and quality-control functions will be managed remotely from the OBS/OCS headquarters in Madrid, while the on-site audio team remains responsible for microphone deployment and management, mixing for multi-camera sports and essential operational support. The operation will use approximately 100 microphones and produce stereo audio.

The approach is part of OBS's broader testing of software-based production workflows that could support future Olympic Games.

AI supporting production and content

Artificial Intelligence (AI) is being used in Dakar in both operational applications and proof-of-concept projects.

Automated highlights will be generated for 16 of the 25 sports, with editors reviewing and approving AI-generated clips before final delivery.

In collaboration with Worldwide Olympic Partner Alibaba, OBS will also be using AI-powered content analysis and Automatic Media Description (AMD) technology to generate metadata that supports content search, discovery and management workflows.

AI-assisted audio mixing will support the production operation by continuously optimising the balance between commentary and International Sound across programme feeds, under the supervision of broadcast specialists.

Proof-of-concept

Dakar 2026 is serving as a testing ground for how AI could support future broadcast services.

One proof-of-concept explores how AI can support the programming and operation of continuous Olympic broadcast channels, from selecting events and building running orders to responding to schedule changes and filling gaps with appropriate content. The aim is to create an automated live sports channel that combines live sports sessions, time-delayed recordings and post-produced content into a continuous linear viewing experience ready for distribution, with human involvement focused on high-level concept design and approval of scheduling decisions.

The Dakar test is intended to help OBS understand what works, where human supervision remains essential and how such services could evolve for future Games.

> **As the volume of content continues to grow, AI is helping us organise, understand and deliver content more effectively. At Dakar 2026, OBS will apply AI to select workflows, including highlights production and audio mixing, while exploring further applications such as channel programming. This will provide us valuable experience in understanding where these technologies can support broadcast operations at future Olympic Games.**

Sotiris Salamouris
OBS Chief Technology Officer

YOUTH BROADCAST EXPERIENCE

Dakar 2026 is not only an opportunity to inspire the next generation of athletes, but also the next generation of broadcast and media professionals.

Through the Youth Broadcast Experience, 38 students and recent graduates from Senegal will work alongside OBS teams during the Games, gaining hands-on experience inside a major international sports broadcast operation. Participants come from a variety of backgrounds including broadcasting, journalism, sports management, technology, logistics and event management.

Supporting functions ranging from production and content gathering to logistics and Games-time operations, participants will become part of the team delivering Africa's first Olympic sporting event. Working alongside experienced broadcast professionals in a live event environment, they will gain first-hand insight into the planning, coordination and execution required to bring a major international sporting event to screens around the world.

As part of the wider legacy of Dakar 2026, the programme aims to create opportunities that extend beyond the Games themselves, helping participants build professional networks, broaden their experience and take the next steps in their careers while contributing to the development of future broadcast talent.

38 students and recent graduates, working alongside OBS teams at Dakar 2026

> **The Youth Broadcast Experience goes beyond supporting the broadcast operation. It is about inspiring young people, helping them grow and develop new skills, and opening doors to opportunities they may never have imagined possible.**

Luana Florentino, OBS Senior Manager Broadcast Training Programme & Training

OPENING PATHWAYS FOR WOMEN IN BROADCASTING

The OBS Framing the Future programme was established to open pathways for women to build lasting careers behind the camera. As four participants who took part in the programme at Paris 2024 rejoin the broadcast operation for Dakar 2026, their experiences demonstrate how a single opportunity can become a foundation for professional growth in sports broadcasting.

At Paris 2024, Jade Lévin, Elisabeth Jolly, Elizaveta Luzina and Coline Soulier took their first steps into Olympic broadcasting through Framing the Future.

As they prepare to join the Dakar 2026 broadcast operation, they bring new skills, broader expertise and expanded professional networks gained through assignments across the sports production industry.

Together, their stories show how a first opportunity in Olympic production can become the start of a lasting career.

Launched ahead of Paris 2024, Framing the Future combines practical camera training with Games-time assignments. Across its first two editions, more than 90 women have taken part. Of those involved, 40 per cent of the first edition's participants went on to work as camera operators in mixed zones at Paris 2024, while around a third of the second edition's participants took on similar roles at Milano Cortina 2026.

For Karen Mullins, OBS Head of Production Management and Framing the Future Programme Manager, the aim has always been to create opportunities for more women to enter and progress in sports broadcasting, rather than simply deliver a standalone training experience.

> We don't want the programme to be a one-off. We want to have that relationship with participants and that opportunity to bring them back to our production team where we can.

Karen Mullins
OBS Head of Production Management & Framing the Future Programme Manager

Jade Lévin
Camera operator and broadcast journalist

A former BMX athlete with a background in international journalism, Jade found a way to bring her interests in sport and storytelling together through Framing the Future. Since Paris 2024, she has gained further experience at international sporting events and will return with OBS for Dakar 2026, covering badminton and archery.

"It gave me confidence, it gave me skills, and the ability to tell myself, okay, I'm able, I'm capable of doing this. I have the skills and I deserve to do this."

Elizaveta Luzina
Camera operator and cinematographer

Already experienced in filmmaking and camera work, Elizaveta joined the programme to explore live sports production. Her Olympic assignments have since opened further opportunities across broadcast, fashion and other media projects. At Dakar 2026, she will cover competition including archery and wushu.

"Framing the Future was a perfect opportunity to be introduced to live production."

Coline Soulier
Camera operator

With experience covering a range of live sports, Coline saw Framing the Future as a route into Olympic broadcasting. Following Paris 2024 and Milano Cortina 2026, she returns for Dakar 2026, taking on a broader role across the Opening Ceremony, rugby, skateboarding and taekwondo.

"Framing the Future allowed me to get a foot in Olympic broadcasting."

Elisabeth Jolly
Camera operator and cinematographer

With a background in cinematography, Elisabeth had not initially considered live sports broadcasting as a career path. The programme introduced her to the field and helped her build professional connections. She continues to work across cinema and sport and will cover table tennis and fencing at Dakar 2026.

"I met wonderful, open people who let me into their world and gave my name to others."

Read the full story

PARTNERSHIPS POWERING THE BROADCAST

OBS works closely with the Worldwide Olympic Partners to combine expertise, innovation and technology in support of host broadcast operations.

For Dakar 2026, these collaborations help expand coverage across the YOG programme while supporting new approaches to content creation, production and distribution.

From mobile camera integration and AI-powered tools to cloud infrastructure, timing systems, display technology and cyber security, each partnership contributes to a different aspect of the broadcast operation, helping OBS deliver broader access to the Games and a richer viewing experience.

> **Innovation in Olympic broadcasting is driven by collaboration. Through their technologies and expertise, our Worldwide Olympic Partners help expand coverage, enhance our workflows, and advance the way the Games are produced and delivered.**
>
> **Yiannis Exarchos,** OBS Chief Executive Officer

HOW THE WORLDWIDE OLYMPIC PARTNERS SUPPORT THE BROADCAST OPERATIONS AT DAKAR 2026

Alibaba

Alibaba Cloud will provide cloud infrastructure supporting several key areas of the broadcast operation, including the virtualised Master Control Room, Live Cloud services and AI-powered workflows.

OMEGA

OMEGA will provide timing, results and graphics for all 153 events across 25 competition sports. Its broadcast services will be operated remotely, marking the first use of this workflow in an Olympic or Youth Olympic Games broadcast production.

SAMSUNG

Samsung will support live coverage with Galaxy S26 Ultra smartphones, capturing additional perspectives in skateboarding and taekwondo, as well as supplementary vertical content for MRHs' social platforms.

TCL

TCL will provide display technology across key operational areas in Dakar and at OBS headquarters in Madrid, supporting content viewing, operational workflows and production coordination.
OBS will also use Dakar 2026 as a testing ground for Rayneo Glasses to explore their potential for content collection.

EDITORIAL, DESIGN AND PRODUCTION

OBS

RESOURCES

OBS Media Hub: latest news, media guides, reviews, historical insights, and media resources related to Olympic broadcasting.

Media Request Form: please complete the online form for media enquiries and interview requests.

Dakar 2026 Media Kit: background information, key facts and media assets

Dakar 2026 official website: news, updates, press and event information

PHOTOGRAPHY

© OBS / Lily Guilmart, Mario Martin, Owen Hammond
© IOC / Ba Babacar, Donwilson Odhiambo, Muhammed Camara

Full photo credits here

Olympic Broadcasting Services
Calle Torrelaguna 75, 28027 Madrid, Spain
www.olympics.com/ioc/obs-media-hub
mediarequests@obs.tv

© 2026 Olympic Broadcasting Services S.L.

The material in this document is protected under the applicable copyright law and may not be copied, reproduced, distributed, republished, downloaded, displayed, posted or transmitted in any form by any means without the prior written consent of OBS. OBS permits sharing only the direct weblink to the official OBS publication published on an Olympic platform, with others. All rights reserved. The Olympic terminology (in particular OlympicTM and Olympic GamesTM) and other Olympic Properties are registered trademarks (TM) owned by the IOC. For further information on the protection of the Olympic Properties, please consult the website: olympics.com

OBS

Olympic
Broadcasting
Services