

INTERNATIONAL OLYMPIC COMMITTEE

GLOBAL BROADCAST AND AUDIENCE REPORT

Olympic Games Rio 2016

Olympic Games Rio 2016 Audience Executive Summary



- Rio 2016 was the most consumed Olympic Games ever taking into consideration broadcast coverage viewed on television and digital platforms, as well as engagement on social media
- More television coverage and more digital coverage than ever before
- Half the world's population watched coverage of the Olympic Games Rio 2016
- Total Olympic Games Rio 2016 broadcast content viewed online was over double London 2012
- Over seven billion video views of official content on social media platforms

The way that we consume broadcast content continues to fragment





More television and more digital coverage than ever before



356,924 hours of coverage of Olympic Games Rio 2016 across all platforms compared to 181,523 hours (up 96.7%) of coverage for London 2012





113,455 hours of TV coverage (up 13.5 % from London 2012)



243,469 hours of digital coverage (up 198.6% from London 2012)



584 TV CHANNELS 270 DIGITAL PLATFORMS

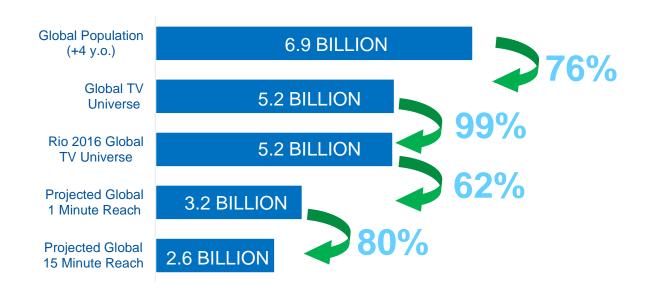
100s OF RHB SOCIAL MEDIA PAGES



Half the world's population saw television coverage of the Olympic Games



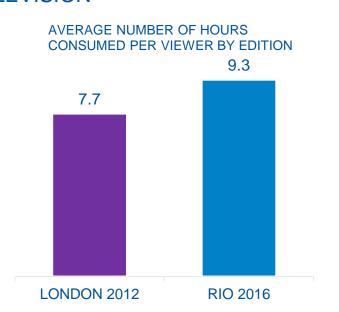
TELEVISION - NOT INCLUDING DIGITAL AND SOCIAL MEDIA



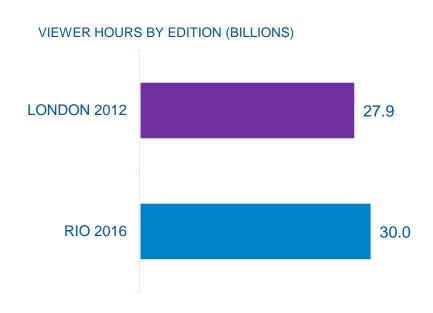
The average television viewer watched over 20% more coverage then during London 2012



TELEVISION



VIEWERS WERE MORE ENGAGED DURING THE RIO GAMES THAN LONDON 2012 +20-8%

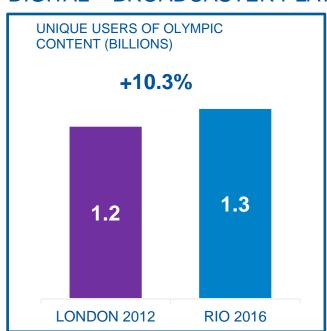


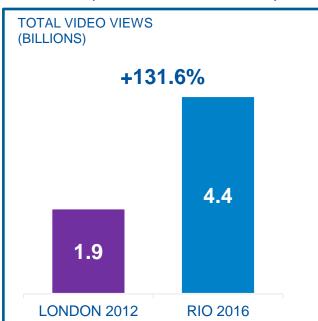
MORE HOURS OF CONTENT WERE CONSUMED THAN DURING LONDON 2012 +7.6%

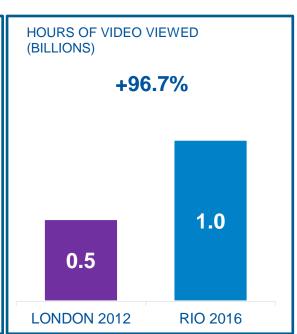
Digital consumption has reached levels never seen before



DIGITAL – BROADCASTER PLATFORMS (WEBSITE & APPS)







MORE DIGITAL AUDIENCE

MORE DIGITAL VIEWS

MORE DIGITAL CONSUMPTION

Sponsorship intelligence

Biggest Olympic Games ever on social media platforms



+ 7.2 **BILLION**

Video views of official content















BILLIONS

OF IMPRESSIONS AND ENGAGEMENTS