Welcome Letter

Most distinguished delegates,

Before you frantically move on to reading the research report we have so willingly written in order to inform you on the perplexities and important details of such alarming topics in today's Olympic Committee, we would first like to welcome you all.

It is an honor for us to be serving as your Chair at of the SGIMUN in International Olympic Committee (IOC). We hope that you make the most of this MUN and carry out the utmost fruitful debates. Furthermore, we hope that this research report/background guide will help you prepare for your topic thoroughly, although you will need thorough research from other sources.

Please bear in mind at all times that these models are organized so that you can learn and improve in all that an MUN has to offer. If you are first-timers we strongly urge you to be calm and to be willing to be as active as possible during the debates, after all, these conferences are organized for your benefit. MUNs can be a wonderful tool for those who know how to make the most of it, be sure to appreciate all you can learn from them. Our experience has showed us that the more you participate and get involved, the more you learn to enjoy these conferences. We strongly suggest the same for you and hope that this one will be another one out of many. We wish you all a great SGIMUN 19 hoping that you will add to your knowledge on matters that have an important concern at this moment in time. **Rules of procedure will be explained on spot.** We are at your disposal for any questions you may have or doubts you may need resolved.

Kind regards

Udit Malik

Chairperson

Committee Description and Background

In 1892, Pierre de Coubertin, a French nobleman, announced the re-establishment of the Olympic Games and thus also established the International Olympic Committee on June 23, 1894. This first committee helped plan and organize the first Olympic Games of the modern era in Athens in 1896, and has been in charge of organizing the Olympic Games ever since. The IOC was placed in charge of establishing and fostering the Olympic Movement, which encompasses the organizations, athletes, and volunteers who agree to follow the principles listed in the Olympic Charter. The IOC is in charge of the International Federations, nongovernmental organizations which oversee one or more sports at the world level, and National Olympic Committees, which facilitate and develop the Olympic Movement in their respective countries. National Olympic Committees are also the only ones which can select and allow cities to place bids for hosting the Olympics and choose the athletes who will be sent to the Olympic Games on their country's behalf.

Over the years, as the Olympic Movement grew and became more global, the IOC added more benchmarks to achieve with the passing of each Olympic Games which include some of the following: advancement of women through sport, promoting sports ethics and fair play, and opposing the commercial exploitation of athletes. Two of the goals that will be discussed in this committee in particular will be the anti-doping movement and raising awareness for environmental issues and sustainability. Ultimately, the IOC abides by the Olympic Charter, which is a set of rules and bylaws that structure the IOC and how it operates. It has specific procedures on how to pick a host city for the next Olympic Games and names the obligations of the IOC as the governing body of the Olympics and leader of the Olympic Movement.

The IOC itself is comprised of 95 members, including one Honorary President. The members are representatives of the IOC in their respective countries and promote the interests of the IOC to their countries and respective National Olympic Committees. The Honorary President of the IOC simply presides over the meetings, but warrants the same voting weight as any of the other members of the committee. Many of the members of the IOC are former Olympians, who continue to prove their love of sport and Olympism through their leadership in the IOC. The IOC meets at least once a year, depending on the agenda they are

to discuss for the upcoming Olympic Games and the selection of future host cities.

Topic 1: Reviewing Anti-Doping Procedures

Introduction

One of the goals set out by the International Olympic Committee is to "support and protect clean athletes" under which the IOC has committed to fight against doping. The IOC believes that athletes who use performance-enhancing drugs are cheating and are also consequently taking the rightful spotlight from the athletes who train and compete without the use of these drugs. To follow this goal, the IOC has created guidelines and formed a partnership with the World Anti-Doping Agency, which has established designated labs and procedures for testing. However, the fight against doping has been ugly from the very beginning; as decades pass, new drugs and methods are created which enable athletes to cheat and ineffective methods of collection and testing also aid in allowing these athletes to go undetected. The International Olympic Committee must make a new plan to use recent technology in its favor as well as come up with better strategies to collect and test samples from athletes competing in the Olympic or Paralympic Games

The International Olympic Committee (IOC) is the supreme authority of the Olympic Movement and, in particular, the Olympic Games. Any Person belonging in any capacity whatsoever to the Olympic Movement is bound by the provisions of the Olympic Charter and is required to abide by the decisions of the IOC. The Olympic Charter reflects the importance that the IOC places on the fight against doping in sport and its support for the World Anti-Doping Code (the Code) as adopted by the IOC. The IOC, as Code Signatory has established and adopted these IOC Anti-Doping Rules (Rules) in accordance with the Code, expecting that, in the spirit of sport, it will contribute to the fight against doping in the Olympic Movement. The Rules are complemented by other IOC documents and WADA documents including, inter alia, the International Standards.

History of Sports Doping

Doping, or using drugs to improve athletic performance, initially emerged during the latter part of the nineteenth century and was actually regarded as common amongst officials and athletes until the end of World War I, when it

was condemned as a form of cheating (Yesalis et al). It wasn't until 1967 that the International Olympic Committee voted on banning certain drugs and enforcing drug testing on athletes. In 1960, only a few athletes had used drugs to help them perform better in sports, but it was the Soviet weightlifters who then started popularizing the effects of anabolic steroids that allowed them to grow more muscle and began lifting heavier weights. Soon thereafter in 1964, the effectiveness of steroids had leaked out to all athletes who competed in a strength sport and its use became almost mainstream in sports like weightlifting and track and field (Yesalis et al). From then on the use of drugs, more specifically anabolics, became widely used in sports to enhance performance and the International Olympic Committee has been criticized for not taking a harsher stance on drug testing.

As time went on, doping was indeed labeled as form of cheating, but that did not stop the persistence of performance-enhancing drugs in the Olympics. The 2000 Olympic Games in Sydney were in fact dubbed "the Dirty Games," because the rampant drug use in a multitude of sports was largely unaddressed by the IOC, leaving critics to condemn the IOC for their lax drug-testing procedures and guidelines.

Testing

When athletes enter or qualify for the Olympic Games, they can be subject to drug testing at any time. Drug testing is done according to the World Anti-Doping Agency (WADA), which provides their laboratory services to provide the proper testing to the athletes to ensure that their system is clear of any performance enhancing drug. According to WADA's World Anti-Doping Code under Article 5, Section 2, athletes can be the subject of both In-Competition and Out-of-Competition testing, meaning athletes may be tested by the the IOC, International Federations, or National Anti-Doping Organizations while competing or prior to the events. For both the Olympic Games and the Paralympic Games, the IOC plays a strong role in initiating and structuring the testing mechanisms during the events. Before each Olympic Games, the IOC is required to create a well-developed and intelligent plan for carrying out the most effective testing strategies as well as prioritizing between the disciplines in accordance to Article 5, Section 4, Sub section 2 of the World Anti-Doping Code. Once a plan has been set up and the IOC begins collecting samples, these are sent to WADA approved laboratories, where they are examined for the presence of prohibited substances and prohibited methods that are listed in the

Prohibited List under the World Anti-Doping Code Article 6, Sections 1 and 2. If a sample is found to have an Adverse Analytical Finding, meaning it has traces of a prohibited substance in the sample, then the sample will be checked to see if it was tested correctly and if the athlete is entitled to having this substance as a Therapeutic Use Exemption. If these do not alter the result, then the athlete will be notified and will be asked if they want to use the second sample to appeal the results of the first sample, or take a Provisional Suspension until the matter is resolved. From then on, if the athlete is found guilty of using a prohibited substance or method, then he or she will be subject to more sanctions under the IOC.

Recent Shortcomings and Failures

Over the last few years, the IOC has been criticized for not being tougher on the athletes who use performance-enhancing drugs and for being ineffective with their testing procedures. In fact, the 2000 Sydney Olympics were harshly criticized for being advertised as the "cleanest Olympics" due to the advances in testing technology but were afterwards thought of as the dirtiest by both athletes and insiders of the Olympic Games (CBS News). A $1 million White House study showed that, while the IOC claimed that the percentage of athletes who use performance-enhancing drugs in competitions is around 10%, the actual percentage of athletes using performance-enhancing drugs is closer to 90% (CBS News). More recently, before the 2016 Olympic Games in Rio de Janeiro, 23 athletes who competed in the 2012 London Olympic Games were found guilty of failing their drug tests as the IOC tested their frozen samples again and found them to contain traces of prohibited substances (Ingle, Sean). These athletes were subsequently banned from the 2016 11 Olympics, showing that the IOC has kept up with the technological advances and is moving towards more intelligent testing methods. As technologies advance, the expectation for the IOC and the National Anti-Doping Agencies to test and screen all of the athletes competing is rising to an all-time high, yet there are still failures and scandals. After the 2014 Winter Games in Sochi, the Russian team was found guilty of state-sponsored doping, and yet the team did not receive the sanctioning it deserved. Additionally, there are reports that found that many of the volunteers for the Olympics did not show up or "only came to get their free meal and left," thus leaving a big gap for organizational chaos and security errors (Rumsby, Ben). This chaos, woven with the scandals of the Russian team and the Kenyan sprinting coach, John Anzrah, who posed as one of his sprinters

in order to bypass the drug testing, caused critical uproar surrounding the International Olympic Committee's poor execution in testing for performance-enhancing drugs (Rumsby, Ben). Despite having better and more up to date technology, the IOC still needs to improve their planning and executing of their collection of samples and carrying out the testing in a speedy and effective manner.

Questions to Consider:

How can the IOC improve its methods of collecting and analyzing samples at the next Olympic event?

How often should the IOC be checking and retesting the samples from past Olympics?

How can we make sure that athletes will be encouraged not to use performance-enhancing drugs when their peers continue to do so?

What should the sanctions be for athletes who are part of state-sponsored doping? What should the sanctions be for coaches and officials who aid athletes cheat on their drug tests?

Helpful Websites

https://www.olympic.org/sustainability

https://stillmed.olympic.org/media/Document%20Library/OlympicOrg/Factsheets-ReferenceDocuments/Sustainability/2017-03-21-IOC-Sustainability-Strategy-English-01.pdf#_ga=2.107319810.1816225889.1496689148-112824832.1487796695

https://www.olympic.org/olympic-agenda-2020

http://www.tandfonline.com/doi/pdf/10.1080/07293682.2012.706961

https://www.olympic.org/~/media/Document%20Library/OlympicOrg/IOC/What-We-Do/Protecting-Clean-Athletes/Fight-against-doping/EN-Anti-Doping-Rules-PyeongChang2018.pdf?la=en

https://www.wada-ama.org/en/what-we-do/the-code

https://www.antidoping.ee/wp-content/uploads/2018/01/POCOG-Doping-Control-Guide-Nov-2017.pdf

Topic 2- The Recognition of "eSports" as an Olympic Sport

Overview

"eSports" refers to the realm of competitive video gaming, in which professional players or teams face off playing multiplayer video games in organized tournaments. Although it has only recently rose to prominence, the eSports scene has quickly evolved to mimic sports such as soccer and tennis, with large monetary prizes, sponsorships, stadiums, and a vast and dedicated fanbase (49% of eSports fans spend most of their free time around eSports). Contrary to what the name suggests, most eSports are not simply electronic versions of existing sports; while the games NBA 2K and FIFA are fairly well-liked, currently, the most popular eSports include Fortnite, League of Legends, and Overwatch, all games based on combat and/or survival rather than real-life sports.

Another facet of eSports is virtual simulation of a sport that resembles actually playing the sport instead of using a game console. Though it is a much smaller part of the eSports industry than video gaming, these virtual simulations have shown up in the disciplines of cycling and Formula 1 racing, either as a method of talent acquisition or to promote the sport. With the eSports industry growing and evolving rapidly, it is possible that this more minor portion of the industry might skyrocket in popularity in the coming years.

Historical Background

 While the concept of competitive gaming has existed for as long as video games themselves, eSports on a large scale is more of a recent phenomenon. The first well-attended eSports tournament took place in 1980; the game was Space Invaders, and the championship was attended by 10 000 participants. As the 1990s came around, the rise of the Internet enabled gamers to compete with one another online regardless of their location, augmenting the culture of competitive gaming. Nevertheless, actual tournaments did not come about until the 2000s. The Major League of Gaming (MLG), the largest league of eSports in the world, was created in 2002, and from there, eSports started to grow

exponentially. Games that are popular today began to be developed, events were launched, new leagues were born, and continuing technological advancements in video streaming enabled eSports to be broadcast to a much wider audience than before. Ever since, eSports have been attracting increasing numbers of fans, and it is expanding quickly with more players, bigger sponsors, greater prizes, and more.

Case Study 1: eSports at the 2018 Asian Games

A first for any large-scale, international sporting event, eSports were included in the 2018 Asian Games. Six eSports were featured: Arena of Valor, Clash Royale, League of Legends, Starcraft II, Hearthstone, and Pro Evolution Soccer 2018. Although eSports appeared as a demonstration sport rather than a medal event (meaning that medals won did not count toward the overall medal tally), it is a possibility that it will be for medals at the next Asian Games in 2022; according to the director general of the Olympic Council of Asia, the only obstacle barring eSports from becoming a medal sport is the lack of an international regulatory body to govern the sport, as there is with other sports (there is an organization that exists called the International e-Sports Federation, but it only has 54 member nations). Still, the inclusion of eSports in the 2018 Asian Games and in future Games is a monumental Davidson, Gavin. "Esports-Racing Represents the Future of Esports." Industry and Business. Bountie Gaming. "The History and Evolution of Esports." Medium. . Esports in a Nutshell, . "What is MLG? | Major League Gaming." Youtube. Pinnacle. "A brief history of eSports." Pacis, Nadine. "2018 Asian Games puts a spotlight on esports." GameAxis. Hayward, Andrew. "A Guide to Esports at the 2018 Asian Games." The Esports Observer. International e-Sports Federation. "Member Nations." step in the eyes of the millions of eSports fans that there are toward the ultimate goal: recognition by the Olympic movement. Of the 45 nations that participated in the 2018 Asian Games, only 27 nations, mostly in Southeast Asia, took part in the eSports competition, and only 9 nations came out with medals: China, Indonesia, South Korea, Hong Kong, Japan, Chinese Taipei, Iran, Vietnam, and India. Statistics from the Games of viewers streaming League of Legend matches online show that the average number of viewers was 235 143. The number of viewers peaked in the final match, with 1 202 364 viewers, and the greatest number of viewers streaming at a given time in English was 737 751, in Chinese was 450 249, and in Russian was 1936.

Standing on the shoulders of these Games, the 2019 South-East Asian Games will be including eSports as a medal event.

Case Study 2:

Zwift Academy to Pro Contract Virtual racing in cycling is just one sector of the eSport market, but it has seen rapid growth over the past few years. 2018 saw 20-year-old Ella Harris of New Zealand win a professional contract with the Canyon/SRAM women's racing team after competing virtually against 5000 competitors on a platform known as Zwift and completing a training camp in Spain. Zwift allows anyone with a bike and an indoor trainer to ride virtually with other cyclists around the world by transmitting the user's power data in real time, all from the comfort of the indoors regardless of outdoor weather. Each year, Zwift hosts a series of training rides, workouts and tests through its Zwift Academy program, with the end prize being a professional contract. It first launched in 2017 and has since provided three women and one man with their entrances into the professional world of cycling. The team manager of Canyon-SRAM cited this program as "a proven form of talent acquisition". Furthermore, the British national cycling team is looking to host the British Cycling eRacing Championships, its first virtual race, in February 2019, and the Union Cycliste Internationale, the world's governing body of cycling, is working on its own championships, as well. However, as virtual racing in cycling becomes more serious and the stakes increase, so too does the debate surrounding its validity. Should someone really be able to win thousands of dollars all from the comfort of their living room, with their identity hidden behind an avatar? Perhaps even more so than real sports, virtual cycling can allow participants to engage in doping and other methods of cheating.

Current Situation

Predicted to be valued at 1.65 billion USD by 2020, there is no doubt that the eSports industry is booming; in fact, developers are now making games specifically tailored to be played as eSports. With all of this growth, it is only natural that those involved in eSports are calling for it to be included in future Olympic Games. The argument is that eSports shares many commonalities with sports already in the Games. For instance, competing in eSports at a high level requires much practice and training, mental strength and persistence, and it is physically demanding. However, those against the inclusion of eSports argue

that eSports cannot be viewed as comparable to traditional sports, especially in a historical event like the Olympics. As for the population that enjoys eSports, although initiatives exist to try to diversify the demographics of the eSports audience, the current demographics is fairly lopsided. 82% of eSports fans are male, and 75% are millennials aged 18-34. Additionally, as of 2016, 64% of eSports viewers lived in the Asia-Pacific, 18% came from Europe, and 18% was from the rest of the world. To become an Olympic sport, there are two methods: either a sport's international federation petitions to the IOC, or local organizations can push for the sport. Neither process has been started for eSports, as of yet.

Past Actions

The IOC has been exploring the possibility of recognizing eSports as a sport. However, one major issue is the presence of violence in eSport games, which goes against Olympic values. Another obstacle is, as previously mentioned, the lack of an international federation governing eSports. For example, eSport games are developed by private programmers, so if they were featured in the Olympic Games, who would their role be? Without an international regulating organization, complications like such would surely arise. Despite these challenges, throughout 2018 the IOC was involved in talks with eSports stakeholders about formally recognizing eSports as an Olympic sport and including eSports in future games (as of right now, the Paris 2024 Summer Games). However, no official decisions have yet to be made regarding the fate of eSports within the Olympic Movement; the only action taken has been acknowledging eSports as a sport, but it is important to distinguish between recognizing eSports as a sport and as an Olympic sport.

Possible Future Solutions

Of course, whether or not eSports will be recognized as an Olympic sport is up to discussion, along with the logistics of its implementation if it is to be included. Moving forwards, however, it will also be beneficial to look into the potential applications of eSports in the areas of training, talent acquisition, and more. For instance, eSports could be used in collaboration with IFs and NOCs to engage athletes in sports that are not readily accessible to them due to climatic barriers, and this use is just one example. Such implementations have yet to be explored.

Guiding Questions

1. Are there merits for the IOC to recognize eSports as an Olympic sport?

2. If eSports are to be included in the Olympic Games, which eSports should be included, and which should be left out?

3. If the IOC is to recognize eSports, how can it help to widen the audience to which the sport appeals?

4. If it is decided that eSports are to be included in the Games, how should they be phased in?

5. If the IOC will not recognize eSports, how will it respond to growing pressure in the future in response to other large-scale sporting events including eSports in their programme?

References

A guide to eSports:

https://www.windowscentral.com/beginners-guide-esports

Olympic website:

https://www.olympic.org/

Happy researching!