

# INDEX

- Algorithm, 111
- Amazon, 17, 19
- Athletes' logistics management, 41–42, 58–59
- Audience, 35–36
- Australian Olympic Committee (AOC), 87
- Australian Open tennis championship, 69
- Automatic identification sensors (Auto-ID sensors), 14
  
- Back-of-house inventory management, 17
- Barcodes, 14
  
- Cloud-based inventory management, 17
- Co-operative agreements, 82–83
- Communication platforms, 131
- Competition
  - co-operative agreements, 82–83
  - coordinating sport, 79
  - formal and informal
    - communication processes, 85–86
  - IF partnerships, 79–82
  - planning and coordination processes, 83–84
- Coordination
  - coordinating sport at Olympic Games, 77–79
  - coordinating sport competition, 79–86
  - defining, 72–73
  - defining sport mega-events, 77
    - as design and practice, 73–74
    - internal-management
      - characteristics of projects, 76–77
    - as iterative bias towards action, 119–120
    - and management, 70–71
    - managerial and coordination practices, 71
    - mega-events and mega-projects, 75
      - practice, 109–100
      - and sport events, 69–70
    - temporary organisations and challenge of, 74–75
- Council of Supply Chain Management Professionals (CSCMP), 12
- COVID-19 pandemic, 60, 95, 131
- Criticality of sport management, 10
  - d. school model of design thinking, 111, 122
- Deadlines, 53
- Design thinking, 110–113, 119
  - in sport, 112–115
- Detailed Competition Activity Schedule (DCAS), 84
- 'Distribution', 8
- Diversity, 112
  
- Entertainment zones, 2
- Event, 11
- Event logistics, 3
- Event management, 1, 8

- 'Event Planning', 8
- Event Technical Centre (ETC), 61
- Experimentation, 112, 115, 119–120
- Facebook, 51
- Fans, 2, 7
  - critical infrastructure for, 7–8
  - engagement, 9, 12
  - handling of, 54
  - international, 32
  - transportation of, 16
- Fédération Internationale de Natation (FINA), 78
- FIFA World Cup, 2, 34, 96, 130
- FIFA World Cup Russia 2018 Customs & Freight Forwarding Manual*, 2
- Football World Cup, 1, 69–70, 93
- Formal communication processes, 85–86
- Formula One administration (FOA), 53
- Formula One management (FOM), 53
- Formula One motor racing (F1 motor racing), 1, 4, 34, 51
  - athletes' logistics management, 58–59
  - growth of, 51–52
  - logistical responsibilities, 53
  - logistics, 52
  - material logistics management, 56–58
  - media logistics management, 59–61
  - transportation, 7
  - venue logistics management, 54–56
- Forward logistics, 19
- Futuristic thinking, 117
- Global sport events, 1–2, 4, 7, 17, 129
  - audience, 35–36
  - characteristics, 323
  - infrastructure, 35
  - location, 34
  - management, 129–130
  - media coverage, 37–38
  - size, 36
  - sport event characteristics, 33
  - staff mix, 34
  - time/duration, 36–37
- Heuristic approach, 111
- 'Home advantage' phenomenon, 10
- How might we questions (HMW questions), 117–118
- Human-centred design thinking, 110, 111–112, 131
  - design thinking in sport, 112–115
  - diversity of perspectives, 116–117
  - enhancing coordination with design thinking, 115
  - experimentation, 119–120
  - problem framing, 117–119
  - user focus, 120–122
  - visualization, 122–123
- Informal communication processes, 85–86
- Information technology (IT), 14, 52
- Infrastructure, 35
- Instagram, 51
- Integrated warehouse management systems (iWMS), 14
- International Olympic Committee (IOC), 3, 42, 74, 76, 96
- Intuitive generalization, 123
- Inventory, 16–17
- Inventory management, 17

- Just-in-time (JIT), 14
- L sport events, 33–34
- Lean method, 14
- Lightning Decision Jam (LDJ), 114, 116
- Location, 34
- Logistics
  - F1, 52–61
  - management functions, 14
  - relationship between logistics and sport event management, 8
  - role of, 8
  - sport event logistics management, 11–13
  - sport event management and relationship to, 8–11
  - sport logistics activities, 13–20
- Logistics, 4, 7, 31, 39
- Logistics framework for global sport events
  - global SEL elements and newly proposed SEL framework, 38–43
  - global sport event characteristics, 32–38
- London Olympic Games, 43
- M sport events, 33–34
- Major sport events, 93
  - mitigating risk and, 93–95
- Management
  - activities, 7
  - skills, 12
- Managerial and coordination practices, 71
- Managing Global Sport Events: Logistics and Coordination*, 3
- Material logistics, 40–41
  - management, 56–58
- Media coverage, 37–38
- Media logistics management, 42–43, 59–61
- Microsoft Teams (communication platforms), 131
- Mitigating risk and major sport events, 93–95
- Mystery, 111
- National Football League (NFL), 2, 34, 130
- National Olympic Committee (NOC), 74
- Olympic Co-ordination Authority (OCA), 83
- Olympic Game, 1, 3–4, 34, 51, 69–70, 73, 75, 93, 130
  - coordinating sport at, 77–79
- Olympic Roads and Transport Authority (ORTA), 83
- Operational coordination, 70
- Organisational routine, 109
- Organising Committee for Olympic Games (OCOG), 74–75, 77, 95
  - functional areas within OCOG sport division, 80–81
- Paralympic Game, 69, 73, 75
- Planning and coordination processes, 83–84
- Point of view statements (POV statements), 117–118
- Practice-based approaches, 71–72
  - ‘Praxeologizing’, 71
- Problem framing, 112, 115
- Procurement, 14–15
- Product management, 8
  - software, 131
- Radio frequency identification tags (RFID tags), 14
- Remote Technical Centre (RTC), 61

- Reverse logistics, 19–20
- Rio 2016 Olympic Game, 73
- Rio de Janeiro Olympic Games, 42
- Risk management, 93, 96
- Risk mitigation, 93
  - managing risk at sport events, 96
  - mitigating risk and major sport events, 93–95
  - Sydney 2000 Test Event Programme, 97–104
  - test events, 95
- Rome Olympic Games, 42
- Smart labels, 14
- Social platforms, 51
- Spectators, 7, 10
- Sport Administration Manager, 79
- Sport Competition Managers, 79
- Sport Event Coordination, 3, 69–70, 129
- Sport event logistics (SEL), 3–4, 31, 52, 129–130, 132
  - athletes' logistics management, 41–42
  - global SEL elements and newly proposed SEL framework, 38
  - management, 11–13
  - material logistics, 40–41
  - media logistics management, 42–43
  - venue logistics management, 39–40
- Sport event management and relationship to logistics, 8–11
- Sport events, 7
- Sport logistics activities, 13
  - facility locations, 17–18
  - inventory, 16–17
  - packaging, 18–19
  - procurement, 14–15
  - reverse logistics, 19–20
  - transportation, 15–16
  - warehousing, 13–14
- Sport management, 12
- Sport managers, 7
- Sport mega-event, 3, 77, 109
  - coordination, 70–71
- Sport Presentation Manager, 79
- Sport Services Manager, 79
- Sport Technical Operations Manager, 79
- Sport Training Site Manager, 79
- Sport-specific personnel, 41
- Sports, 11
- Stakeholder groups, 95
- Strategic innovation, 110
- Strategic sourcing, 15
- Super Bowl, 2–3
- Sustainability activities, 41
- Sustainability thinking, 41
- Sydney 2000 Olympic Games, 93
- Sydney 2000 Test Event Programme, 97
  - adequate financial resources, 102–103
  - putting test events on at games-time venue, 99–100
  - strategy, 103–104
  - test event programme, 98–99
  - tests events assist in refining operational plans, 101–102
  - training event workforce, 100–101
  - trust and resolve ongoing issues with key stakeholders, 100
- Sydney Organising Committee for Olympic Games (SOCOG), 74, 78, 101–102
- Technical Director (TD), 82
- Television broadcasting (TV broadcasting), 37
- Temporary organisations and challenge of coordination, 74–75
- Tennis championships, 69
- Test events, 95–104

- Thematic design thinking
  - framework, 112
- TikTok, 51
- Tour de France, 36
- Traditional management skills, 12
- Transport management, 15
- Transportation, 15–16
- Twitter, 51
  
- UEFA Euro Championships, 2, 34, 42
- Uniqueness of sport management, 10
- United Parcel Service (UPS), 14
- User focus, 112, 115, 120–122
- User-centred approach, 110
  
- Value-added incentives, 9
- Venue, 7
- Venue logistics management, 39–40, 54–56
  
- Virtual work platforms, 131
- Visualisation, 112, 115, 122–123
  
- Warehousing, 13–14
- Wimbledon tennis championship, 69
- Wireless communication networks, 14
- World Figure Skating Championships, 96
  
- XL sport events, 34–35
- XS/S sport events, 33–34
  
- YouTube, 51
  
- Zalando, 19
- Zoom (communication platforms), 131