



Glasgow 2026 Commonwealth Games – Job Description

Job title:	Technology and Broadcast Programme Manager
Division:	Technology & Broadcast
Department:	Technology
Reports to:	Chief Information Officer
Location:	Glasgow with Flexible Working

Job Purpose

In July 2026, Glasgow will host the 23rd edition of Commonwealth Games. Approximately 4,000 athletes and team officials from up to 74 nations and territories across the Commonwealth will come together in a 11-day celebration of sport and culture. Events will take place across Glasgow, entertaining around 500,000 ticketed spectators and reaching a global broadcast audience of more than one billion.

Glasgow 2026 Limited, the Organising Company (the OC), is organising the Games along with the Commonwealth Sport (CS) and Commonwealth Games Scotland (CGS). Each has key parts to play in the planning and delivery of the Commonwealth Games - individually and collectively - to ensure that Glasgow 2026 is a huge success.

This is a unique opportunity to be at the heart of a world-class event, working with passionate professionals and visionary leaders who are committed to showcasing Glasgow on the international stage as well as delivering an event of excellence to athletes and the local community.

The Technology and Broadcast Program Manager is responsible for liaising with key stakeholders, delivering and coordinating key technology projects to support the Division's central programme management on cross-functional activities. Key objectives will include integrated planning initiatives, supplier management, coordination the Event Delivery Partners (EDP), master plan management, risk and issue management, delivery of the Technology Operations Centre, and end to end project management delivery.

This role offers the successful applicant the opportunity to support a new and innovative way in planning and delivering the Commonwealth Games; supporting the development of optimised Games time solutions, challenging typical Games' models and supporting the OC to be efficient and effectively prepared for the Games.



Role Summary / Key Accountabilities

The Technology & Broadcast Programme Manager is responsible for coordinating the planning and delivery of key technology and broadcast programme activities to support Games readiness and operational delivery. The role provides programme-level oversight and project coordination, ensuring alignment across functions, suppliers, and Event Delivery Partners. You will be responsible for:

Integrated Planning & Master Plan Management

- Lead the development and maintenance of the Technology Master Plan using the official project management tool: Smartsheet's.
- Coordinate monthly reviews with stakeholders and Technology & Broadcast functions to track milestones, dependencies, and delivery status.
- Provide planning support and promote best-practice project management across internal teams and suppliers.

Risk & Issue Management

- Proactively identify, document and maintain, and escalate risks and issues across the Technology and Broadcast programme.
- Maintain and update the Risk and Issue log, ensuring mitigation strategies are in place and monitored.
- Facilitate risk review sessions and ensure alignment with broader OC risk frameworks.

Project Reporting & Governance

- Manage all reporting requirements for the Technology and Broadcast division, including dashboards, written reports, and presentations for senior leadership and external partners.
- Support the CIO in developing and maintaining the Technology Commodity Plan.
- Organise and lead project governance meetings and steering groups to ensure alignment and accountability.
- Governance of the Technology and Broadcast policies and procedures.
- Collaborate with Finance to track and report of Technology and Broadcast spend against the budget.

Readiness Planning, Testing & Rehearsals

- Lead the Technology Readiness Programme, ensuring integration with the wider OC readiness strategy.
- Coordinate the planning and delivery of rehearsals, simulations, and readiness events across all venues and systems.



- Develop training materials and collate readiness scenarios for functional and venue teams, including desktop and live simulation exercises.

Games-Time Operations

- Support the setup and operation of the Technology Operations Centre (TOC), including venue technology planning, equipment logistics, workforce mobilisation, and incident management.
- Ensure operational readiness through scenario planning, workforce training, and real-time coordination.

Stakeholder Engagement & Communication

- Act as the key liaison between Technology and other OC departments, ensuring effective communication and timely delivery of cross-functional initiatives.
- Ensure compliance with accessibility standards and other relevant policies in the planning and delivery of digital services.
- Promote integrated testing and collaborative planning across all functional areas.

Knowledge Transfer & Legacy

- Lead the collation and documentation of the division's contributions to the Commonwealth Games Federation's Transfer of Knowledge programme.
- Capture lessons learned and share insights to support future Games and legacy planning.

Responsibilities of the role will evolve during the lifespan of the Organising Company, and it is likely that the role profile will evolve with the changing needs of the OC

Knowledge & Experience

Essential:

- Relevant qualification or professional experience in a similar role.
- Formal project management certification (PMP or PRINCE2 preferred).



- Strong organisational and prioritisation skills, with the ability to manage multiple projects under pressure.
- Demonstrated experience in project and programme delivery within complex environments.
- Effective stakeholder engagement and communication skills.
- Results-driven, adaptable, and committed to high-quality delivery.

Personal Characteristics

- Confident communicator
- Reliable and committed to the success of the team
- Able to deliver excellent results in a fast-paced setting
- Self-motivated and proud to be part of the experience