



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Report – SUSKOM’20

MINI REPORT

NAME : CHUA KEK AN

MATRIC NUMBER : A19EC0039

COURSE : BACHELOR OF COMPUTER SCIENCE
(COMPUTER NETWORK AND SECURITY)

ACADEMIC ADVISOR : DR ISMAIL FAUZI BIN ISNIN

Justification in joining the activities

Sukan Sekolah Komputeran (SUSKOM) is an annual sport event for School of Computing. This event is organized by Persatuan Mahasiswa Sains Komputer (PERSAKA) started on 1st March 2020 until 7th March 2020. This event provides a platform for the students from different School of Computer Course to compete against each other in sports or video games. For example, badminton, basketball, PUBG, DOTA 2, Mobile Legend and various sports and video games competition are held during this event. In my case, I have participated in Mobile Legend competition with my friends from the same course. Thus, a 5-man team with the name of STEADY BOM BIBI was formed.

The Graduate Attributes that are focused on

- Thinking Skill

Some might doubt why gaming requires a thinking skill. Let me explain. Mobile Legend is a strategy game with the winning condition of destroying the opponent's base tower. It requires every teammate to work together and make decisions to different types of situations. Thus, we must be able to think critically in making action to various situations in order to destroy the enemy's base and win the game. Thus, Mobile Legend is not an inflexible game which only requires the players to repeat the same decision over and over again and does not need any thinking in making decisions to counter the unfavorably situations.

- Communication Skill

During the competition, communication between teammates is extremely important as this is important to maintain the cooperation between the members. Thus, in this competition, I must convey my objective to other teammates clearly so that they can avoid making decisions that would stop me from achieving the objective. We must also learn to listen to the message from other teammates to prevent getting caught or killed by the enemy in the game.

- Adaptability

This is the first time for all of us to participate in Mobile Legend competition, and the first time for us to work as a team. Thus, I must be able to adapt to the playstyle of other teammates and adjust myself accordingly. Next, we also don't know the other team's playstyle and strength. Therefore, we are required to work under pressure every time a match starts as we felt anxious when we don't know the strength of other teams and hard to form any plan to face them. Hence, it requires us to adapt, improvise and overcome the challenges given by the opponent's team.

- Leadership and Teamworking Skills

As mentioned above, Mobile Legend is a team game that requires all teammates to work together to win the game. Thus, every member must work as one so that all the members can support each other whenever one faces difficulty playing a match. Before the competition, we would practice together so that we can understand better about the playstyle and role of the other members. Indirectly, the teamwork between us is also improving when we practice together. Next, the leader also needs to find out the strength of each member so that each roles in the game can be given to the right person.

Content of the activities

The event was held for seven days. Several competitions were carried out during this period of time. There are a total of 12 teams participating in the Mobile Legend competition. I have formed team with Eyu Si Xiong, Liew Wei Xian, Chin Wei Xiang and Jack Lee and we decided to name the team as STEADY BOM BIBI. The participating teams were divided into two group, Group A and Group B, and we were placed in Group A to compete with other teams in that group.

As the game progress is unpredictable, it would be hard for the organizer to start or end a match at the stated time. Thus, some matches would end early or later than the stated time for each match.