



**UTM**  
**UNIVERSITI TEKNOLOGI MALAYSIA**

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**ExCEL Report – SEGA'21**

**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**

SEGA KTDI will organize e-sport competition annually. This event started on 21<sup>st</sup> March 2021 until 3<sup>rd</sup> April 2021. This event provides a platform for the students and people outside the university to compete against each other in e-sports. The game competitions in this event are Mobile Legend, DOTA 2 and PUBG competition. In my case, I have participated in DOTA 2 competition with my friends. Thus, a 5-man team with the name of BOTS was formed. My teammates are Chua Chen Wei, Chong Kai Jie, Brandon Liew and TAI WEN JUN. Most of us are from different course. Thus, it is a great opportunity to have a bonding with students from other course.

## **The Graduate Attributes that are focused on**

- Thinking Skill

Some might doubt why gaming requires a thinking skill. Let me explain. DOTA 2 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, DOTA 2 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 most of us to participate in DOTA 2 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, DOTA 2 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 role in the game can be given to the right person.

## **Content of the activities**

The event was held for two weeks. Several competitions were carried out during this period of time. There are a total of 16 teams participating in the DOTA 2 competition. One day before the competition, every team was invited to a Discord group to ease the process of result announcement and team calling. In the first round, the participating teams are paired up randomly to decide the opponent for each other. After losing the first round, the loser will go to the lower bracket while the winner will go to upper bracket. If the team in the lower bracket loses another match, then they will be dismissed from the competition.

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.