



**UTM**  
UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Prerequisite

Name: Muhammad Ariff Fansuri Abdul Razak bin Rohaizad

Matrix Number: A19EC0194

Academic Advisor : Dr Hawaniah

Activity : Sukan Sekolah Komputeran 2020 (SUSKOM'20)

### Program Activities Information

Event Name: SUSKOM'20 – Unity Through Sports

Date: 1st of March till 7th March

Venue: School of Computing

Organizer: Persatuan Mahasiswa Sains Komputer (PERSAKA)

Position: Participant

### Graduate Success Attributes

1. Communication Skills
2. Leadership
3. Team Working

### Position/Role within the Activities

Position: Participant

### Report

#### Program Background

The Sukan Sekolah Komputer 2020 (SUSKOM'20) was held at the School of Computing from the 1st of March till 7th March at the year of 2020. This event is a sports event, held annually for School of Computing, and organised by Persatuan Mahasiswa Sains Komputer (PERSAKA). Through this event, the students compete with each other from different courses and year of study in each of the highly exciting activities held.

#### Justification of Joining the Activities

The SUSKOM was held during my 1st year in UTM and almost all my classmates joined this event so I should too. Even if I am not a sports-inclined person, I try to join and have fun with my friends in university. I always wanted to do something that can make me closer to my fellow classmates outside of class. I was more or less ended up in the Tarik Tali competition somehow and decided to participate in it, even without any prior experience. But this is a team game, and another 9 members is required in order to join the event. So, I answered the call in the class group asked asking for volunteers. The men of the class decided to join the event. The game is on.

### Graduate Attributes focused on during the Program

This sporting event has focused on 3 Graduate Success Attributes which are the Communication Skills, Leadership Skills and Team Working Skills.

The event has improved my communication skill where I need to coordinate the rope pulling together with my classmates. This task was easier said than done, speaking to fellow classmates in a critical time to relay the correct timing to pull the rope. So, I was able to improve my communication skill which is Malay and English when I spoke to my classmates at the critical time.

Next is the Leadership. I was the leader for this competition for my class. So, I was given the responsibility to handle my class to prevent something bad from happening and make sure the competition goes smoothly. I also need to thank my classmates for accepting all my command and instruction during the holiday.

Lastly is the Team Working. So, this is a team sports and team working is important. Many of my fellow classmates follow and cooperated with me during the event. They follow the order I was determined and give their best for the team.

### Content of the Activities

SUSKOM already held competitions for sports games like Badminton, futsal, netball and also volleyball. Meanwhile, SUSKOM also encourages students who involve themselves in E-sports by organizing tournaments for video games like PUBG, Mobile Legends, Call of Duty, FIFA and also DOTA 2. I participated in the Tarik Tali activity, held at Belakang Block 116/117/118. This activity had us compete against a completely superior force, capable of pulling all of us down in one pull.

Then, the activity ended with a closing ceremony held in Kejora Hall, N28a, School of Computing. The ceremony enlivened with the prize-giving and lucky draw session.

### Self-Reflection

After joining in this activity, I have learnt that teamwork is the best factor in success, and part of the fun in joining a team activity is, even if we lose, we lose having fun with each other. That in itself is a lesson for me to work more in teams, respect each other's capabilities and make allowances for them in whatever endeavour we strive to accomplish. Hence, I would not hesitate to join such an event again when the opportunity comes.

Program Photos

