



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

ExCEL Activity Report

Sukan Sekolah Komputeran 2020 (SUSKOM'20)

Name: LEE SZE YUAN

Matric Number: A19EC0068

Programme: SECP Bachelor of Computer Science (Data Engineering)

Batch: 2019/2020

Academic Advisor: DR HAZA NUZLY BIN ABDULL HAMED

Programme information

Date: 1st March - 7th March 2020

Venue: School of Computing, UTM

Organiser: Persatuan Mahasiswa Sains Komputer (PERSAKA) UTM

Graduate Success Attribute

1. Communication
2. Leadership & Team Working
3. Adaptability

Position: Committee of Sponsorship Department

Justification in Joining the Activities

In December 2019, I applied and got to become the committee of the sponsorship department of SUSKOM 2020. There are a few reasons I joined this event. Firstly, I wanted to gain more event-organising knowledge and experience. Secondly, I wanted to improve my Malay & English communication skills. (Since I am Chinese and I speak Mandarin most of the time). Lastly, I have never been in the sponsorship department of any event or organisation before, so I would like to give it a try and learn new things.

The Graduate Attributes that are focused on

This event has focused on 3 Graduate Success Attributes which include **Communication** skill, **Leadership & team working** skill and **Adaptability** skill.

This event has trained the **communication** skills of every committee. To get the event run smoothly, every committee from various departments will need to communicate with each other constantly. They need to understand the situation of each department, so they can avoid potential problems which may arise during the event day. They also need to learn to communicate with people from other organisations. For example, the sponsorship department will need to learn **communication** skills to get sponsorship successfully from companies or organisations.

Next, this event also has helped the **Leadership & team working** skill of every student. As mentioned above, every committee needs to communicate with each other constantly, but they also need to work together, so that the event can be conducted successfully. Then, for some committees like the President and Head of each department, they also get to train their leadership as they guide other committees throughout the whole event.

Lastly, this event also trained the **Adaptability** Skills of students. This is because every committee will need to handle tasks that they might not necessarily have experienced before.

Content of the activities

This activity is organised by PERSAKA and it is sponsored by Mutiara Johor. Bahru and OYO Malaysia. This activity aims to encourage students from the school of computing, UTM to involve themselves in sports so that they can improve their physical and also mental health. It involved every undergraduate student from the School of Computing

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 organising tournaments for video games like PUBG, Mobile Legends, Call of Duty, FIFA and also DOTA 2. Besides, SUSKOM also organised fun games like Explorace & Sukaneka, tug-of-war and 3km Fun Game.

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.