FACULTY OF ENGINEERING

SCHOOL OF COMPUTING

SEMESTER 2 - 2020/2021

PREREQUISITE FOR EXCEL

SUKAN SEKOLAH KOMPUTERAN 2020 (SUSKOM '20)

ACTIVITY REPORT

Prepared by:

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Activities Information

Date: 1 March 2020 to 7 March 2020

Venue: School of Computing UTM

Organizer: Persatuan Mahasiswa Sains Komputer (PERSAKA)

Graduate Attributes

- Communication Skills
- Leadership and Teamworking Skills

Role in the Activity

Position: Participant in the tug-of-war (*tarik tali*) event

Mini Report

Sukan Sekolah Komputeran 2020 (SUSKOM '20) was held at the School of Computing UTM from March 1 2020 to March 7 2020. Persatuan Mahasiswa Sains Komputer (PERSAKA) hosted this annual sports event for the School of Computing to encourage students to participate in sports. A total of 453 pupils registered for the programme, giving everyone the opportunity to participate in a variety of sports and games.

Students in the Software Engineering (SCSJ), Data Engineering (SCSP), Network and Security (SCSR), Bioinformatics (SCSB), and Graphic and Multimedia Software (SCSV) courses competed in various E-sports, indoor and outdoor activities, as well as Extra Games. As one of the participants myself, I also took part in the tug-of-war event with my course mates, competing for the Data Engineering course. Unfortunately, we fell short of victory, managing only 4th place in the event.

The highlight of the event was the closing ceremony held in Kejora Hall, N28a, School Of Computing on the last day. The ceremony was enlivened with the prize-giving and lucky draw session. The students departed with a clear smile on their faces as SCSJ emerged as the Course Champion.

All in all, it was a week filled with sportsmanship, enthusiasm, and memories to cherish. Through this event, students from various courses and years of study get to meet and compete with one another. SUSKOM '20 has created a good bonding and memories among students, alumni, and staff. Besides able to reduce our stress, I believe all participants had an enjoyable time together.

Self-Reflection

I am a big fan of sports, from football to badminton to tennis, I seldom miss any sporting events live on TV, however I am not a sporty and active person. That is why when SUSKOM '20 is being promoted throughout the School of Computing, I became very interested because I wanted to be involved in sports more than being in front of a TV or computer screen.

Hence, I joined the tug-of-war event after my friends persuaded me to join them. Our team consisted of 10 members in the same Data Engineering course but coming from various backgrounds and different races. From this event is where I have learned **communication skills**. Before this event I never really know my course mates and classmates but after participating in the tug-of-war we have gotten closer. Although we could not win the match, that day was filled with memories.

Besides, I have also gained **leadership and teamworking skills**. Tug-of-war is all about teamwork, it does not matter how strong you are, you cannot win a tug-of-war match alone. We clearly lack experience, practice, and teamwork that day, as we were beaten easily by our opponent team, which shows how important is communication and teamworking in a sports event. Leadership is also something that I must work on as we needed a great leader who can cheer and motivate the whole team to give our best in the match.

In conclusion, I am thrilled to have played tug-of-war in SUSKOM '20. Of course, it is best if I get to win the event, but overall, it was a great experience to be involved in sports, to spend time and bond with my classmates. I hope that there are more sports event that I can participate in the future, as a step to achieve work-play balance in university for a healthier lifestyle.

Photos and Certificate

Figure 1: SUSKOM '20 Event Poster

Figure 2: Tug-of-war event in SUSKOM '20

Figure 3: SUSKOM '20 Certificate as Participant