



ExCEL Activity report

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Matric Number : A19EC0038

Programme : SECP Bachelor of Computer Science (Data
Engineering)

Academic Advisor : Dr Azurah Bte A Samah

Programme Information

Date : 1st March 2020 – 7th March 2020

Venue : School of Computing, UTM

Organizer : Persatuan Mahasiswa Sains Komputer (PERSAKA) UTM

Position / Role in Activities : Participation in Tarik Tali Competition

Graduate Attributes :

1. Communication Skills
2. Leadership
3. Team Working

Justification in Joining the Activities

This activity is organized in my first year in UTM where we still have the chance to join events virtually and covid-19 pandemic have not strike on us. During that period of time, we are new to each other in our course and I always wanted to do something to fosten our relationship so that we can have a good memories during our university times with all of my coursemate from different cultures and ethnicity. Therefore, my friends and I saw the poster on whatsapp on this competition and together we approach our classmates to join and enjoy this competition together and do some thing together in a first time.

The Graduate Attributes that are Focused On

This competition helps me to develop communication skills where I am required to speak with different people that I just met and organize the flow of the registration and attendance of certain people. I also have the chance to really talk and understand each of the course mate regarding using different language and improve my soft skills and communication skills. During the competition, we also communicate to each other to develop a strategy as an attempt to win over the competition.

This competition helps me to develop **Leadership**, where everyone of us have the chance to speak up and give opinion to lead the team. I make sure that there is nothing bad happening when scheduling the registration and attendance of the course members.

Lastly, this project helps us to develop **team work**. In this team sport, we are required to develop team working skills to be able to compete with other teams. We cooperate and have a lot of discussion to find out a good strategy in this competition.

Content of the Activities

This activity is organized by PERSAKA UTM 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.

In SUSKOM itself, there are many competition held such as Badminton, Futsal, netball and laso volleyball. Meanwhile, SUSKOM also encourages students to involve themselves in E-sports such as PUBG, Mobile Legends, Call of Duty, FIFA, and also DOTA 2. I also joined the DOTA 2 competition and won the second prize in this particulate event.

Then , the activity ended with a closing ceremony in Kejora hall, N28A, School of Computing to recognize the winner from every activities that are held during this SUSKOM period.